

SEGA GENESIS • SUPER NINTENDO • GAME GEAR • GAME BOY

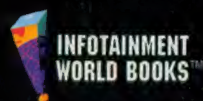
MORTAL KOMBAT II[®]

OFFICIAL PLAYERS GUIDE[™]



EXPOSED!

- **SECRET CODES**
- **HIDDEN CHARACTERS**
- **COMPLETE CHEAT MENU**
- **EVERY KOMBAT KOMBO**
- **DEVASTATING COUNTER-MOVES**



MIDWAY[®]

Matt Taylor, Jim Fink, Graham Wolfe





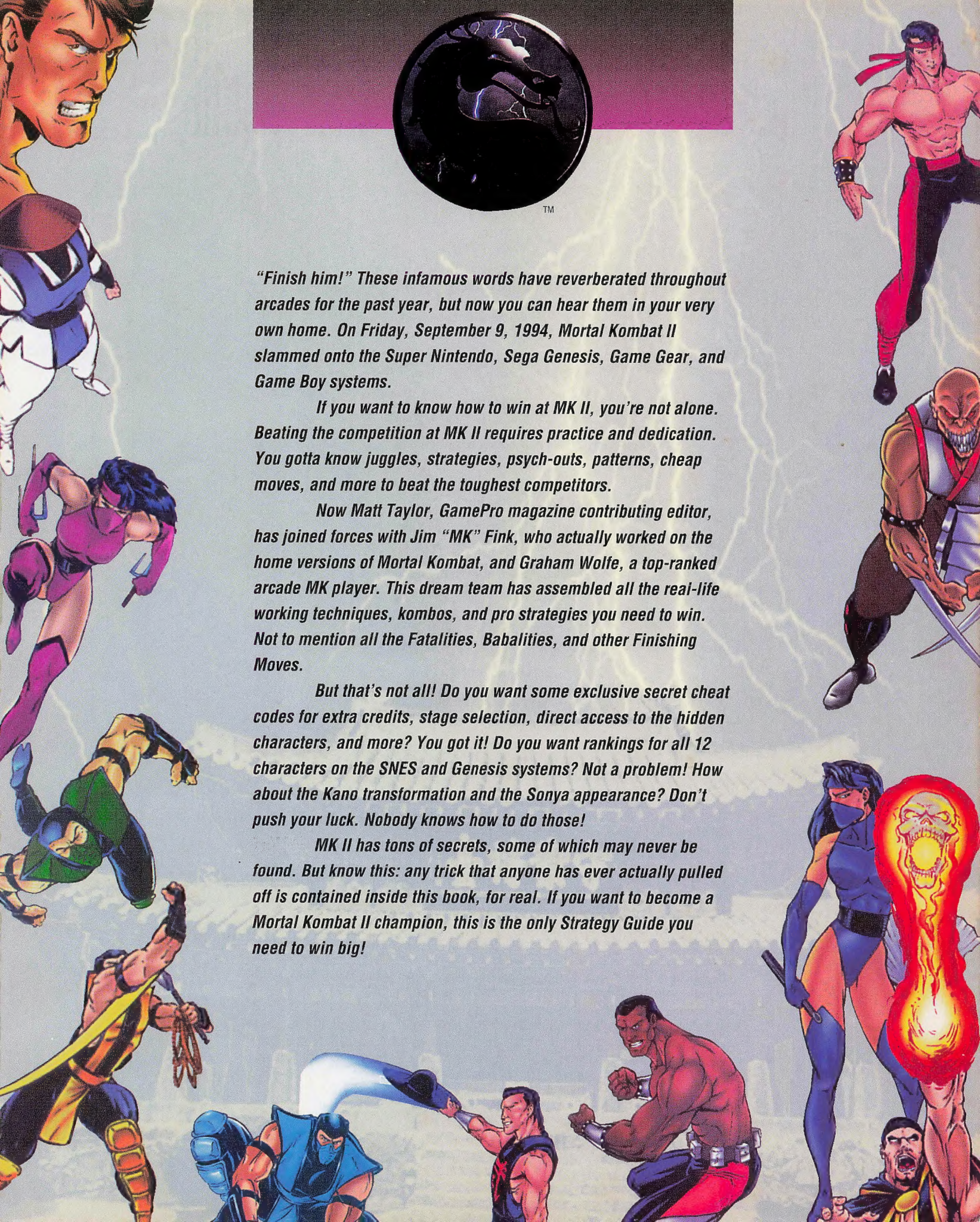
"Finish him!" These infamous words have reverberated throughout arcades for the past year, but now you can hear them in your very own home. On Friday, September 9, 1994, Mortal Kombat II slammed onto the Super Nintendo, Sega Genesis, Game Gear, and Game Boy systems.

If you want to know how to win at MK II, you're not alone. Beating the competition at MK II requires practice and dedication. You gotta know juggles, strategies, psych-outs, patterns, cheap moves, and more to beat the toughest competitors.

Now Matt Taylor, GamePro magazine contributing editor, has joined forces with Jim "MK" Fink, who actually worked on the home versions of Mortal Kombat, and Graham Wolfe, a top-ranked arcade MK player. This dream team has assembled all the real-life working techniques, combos, and pro strategies you need to win. Not to mention all the Fatalities, Babalities, and other Finishing Moves.

But that's not all! Do you want some exclusive secret cheat codes for extra credits, stage selection, direct access to the hidden characters, and more? You got it! Do you want rankings for all 12 characters on the SNES and Genesis systems? Not a problem! How about the Kano transformation and the Sonya appearance? Don't push your luck. Nobody knows how to do those!

MK II has tons of secrets, some of which may never be found. But know this: any trick that anyone has ever actually pulled off is contained inside this book, for real. If you want to become a Mortal Kombat II champion, this is the only Strategy Guide you need to win big!



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Midway All Staff • Acclaim All Staff • And YOU

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Finish Him!



Do you want to rip the opponent limb from limb with a Fatality or kiss and make up with a Friendship? Check out all the Finishing Moves included in each character's section.

Secret Cheat Codes!



Check out our exclusive secret cheat codes for SNES and Genesis! You'll get 30 credits, choose any stage, go straight to the hidden characters, and more!

GAME GEAR AND GAME BOY

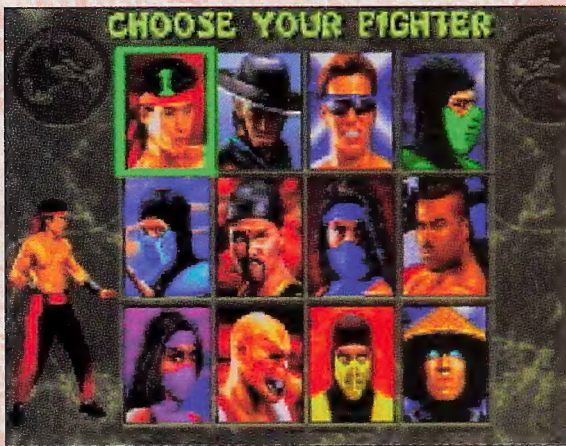
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Mortal Kombat II Secret Cheat Codes for Super Nintendo!

HOW TO DO THE SNES CODES!



To do all of the Super NES codes, you must enter the code at the **Choose Your Fighter** screen before you select a character. You must enter the directions **extremely** fast to do it. You can enter as many codes as possible before time runs out! At the end of each match, you may need to re-enter the codes to make them continue to work.

29 Kredits



Quickly tap Left, Up, Right, Down, Left, and Select at the Choose Your Fighter screen. You will have 29 continues available to beat the game!



Handicap the Computer



Quickly tap Down, Up, Right, Up, Left, and Select at the Choose Your Fighter screen. You will do enormous damage to the computer, but they will do very little damage to you! Get ready to rock Shao Kahn with this code!



Go to Noob Saibot



Quickly tap Left, Up, Down, Down, Right, and Select at the Choose Your Fighter screen. You'll go directly to Noob Saibot for a fight inside Goro's Lair!



Go to Shao Kahn



Quickly tap Right, Up, Up, Right, Left, and Select at the Choose Your Fighter screen. You'll encounter the final boss! Combine this code with the Handicap Code to see the endings easily.



Go to Jade



Quickly tap Up, Down, Down, Left, Right, and Select at the Choose Your Fighter screen. You'll beam directly to Goro's Lair to meet the third female ninja.



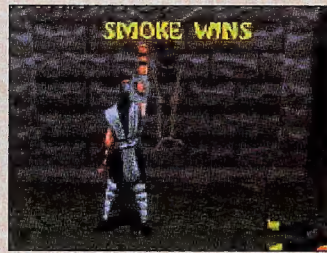
Lots of Fatality Time



Quickly tap Up, Up, Left, Up, Down, and Select at the Choose Your Fighter screen. You will have double the normal time in which to perform a Fatality. Even Rayden's Uppercut Explosion is easy to do now!



Go to Smoke



Quickly tap Up, Left, Up, Up, Right, and Select at the Choose Your Fighter screen. Forget about Toasty—now you can meet the man in grey without breaking a sweat!



Go to Kintaro



Quickly tap Up, Down, Down, Right, Right, and Select at the Choose Your Fighter screen. This will take you straight to a showdown with the tiger-striped menace.



ADDITIONAL TRICKS AND CODES!

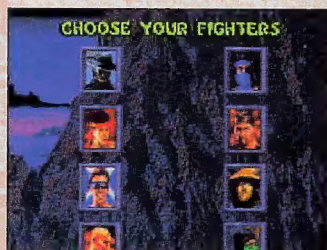
The Bosses Bust the Acclaim Logo



When you first turn on the game, hold down the L and R buttons. If you continue to hold these, Kintaro and Shao Kahn will come out and wreck the Acclaim logo while taunting you!

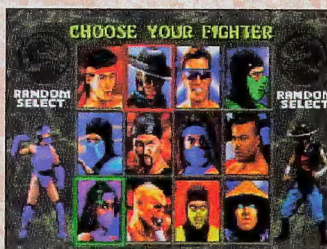


Secret Versus Mode



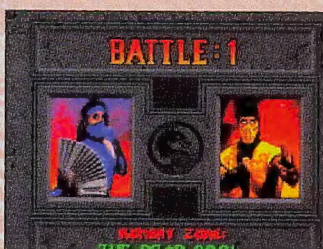
At the mode selection screen, highlight Start, then hold down the L and R buttons, and hit the Start button. You'll enter a special Versus mode where you and a friend select four different characters and battle it out in a survivor series!

Random Select



At the Choose Your Fighter screen, leave the cursor where it initially appears. Then hold Up and hit Start. The computer will automatically select a warrior for you to use!

Disable Throws



After both players choose their fighters in a two-player game, the portrait screen will appear. At this point both players should hold Down and High Punch. All throws will be banned from the match!

Mortal Kombat II Secret Cheat Codes for Sega Genesis!

THE SECRET TEST MODES



Go into the Options mode and move the cursor down to the Done! selection. Then tap the following code: Left, Down, Left, Right, Down, Right, Left, Left, Right, and Right.



You'll know the code worked if the words Test Modes appear. Highlight the Test Modes option and hit Start to enter this special mode. You'll have access to the three menus described below. To choose any of the options in the menus, you must hit the A button to "check" them off (which turns on their functions).

TEST MODES MENU 1: DAMAGE ADJUSTMENTS

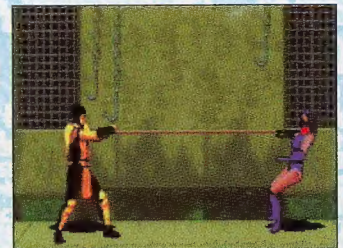
The following options are contained in Menu 1 of the Test Modes.

No Damage to P1: Player 1 will not receive any damage during a fight. This is great to use to beat the computer!

No Damage to P2: Player 2 will not receive any damage during a fight. Also try using this trick to practice combos against an enemy who never dies in a two-player game!

1 Hit Kills P1: One blow will kill Player 1 instantly, either against the computer or in a two-player match.

1 Hit Kills P2: One hit will kill Player 2. This also works against the computer and makes it very easy to beat the game!

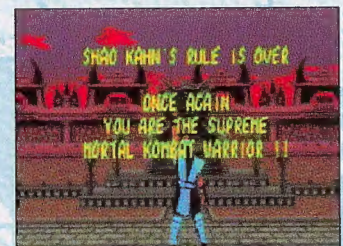


ADDITIONAL TRICKS AND CODES!

Random Select



At the Choose Your Fighter screen, leave the cursor where it initially appears. Then hold Up and hit Start. The computer will automatically select a warrior for you to use!



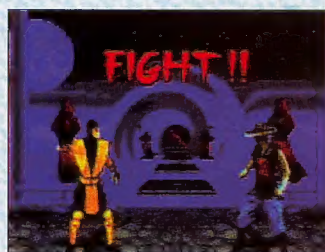
TEST MODES MENU 2: PLAYING OPTIONS



The following options are contained in Menu 2 of the Test Modes.



Battle Plan: This determines your starting position in the tournament. 0-11=The regular warriors; 13=Shang Tsung; 14=Kintaro; 15=Shao Kahn. Combine this code with some of the damage adjustments and you can go straight to Shao Kahn, beat him without risk, and read the endings!



Background: You can choose the background where you'll play! 1=Dead Pool; 2=Kombat Tomb; 3=Wasteland; 4=The Tower; 5=Living Forest; 6=Armory; 7=Pit II; 8=The Portal; 9=Kahn's Arena; 10=The Blue Portal. Try the Blue Portal—it's cool!



Free Play: With this setting on, your credits will never decrease! They will always stay at 15—keep trying until you beat the game!

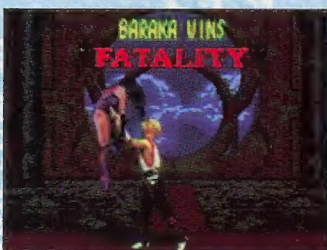


Soak Test: Select this option if you'd like to watch an infinite series of demonstration matches. We soak up, soak up, soak up lots of pain, yeah!

TEST MODES MENU 3: FATALITY COMPUTER CONTROL



The following options are contained in Menu 3 of the Test Modes.



Oooh, Nasty: Who knows what this option does? See if you can figure it out yourself!

Fatalities: The computer will always do a Fatality if it beats you.



Friendships: The computer will always do a Friendship if it beats you.



Babalities: The computer will always do a Babality if it beats you.

Check Out the New Toasty!



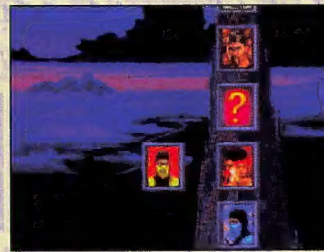
Any time you input the Test Modes code, Dan "Toasty" Forden's face will no longer appear during game play. Instead, a clown's face will appear, spouting the familiar "Toasty" voice. Is there any significance to this clown, or is it just an inside joke? We don't know, but the Clown Toasty can still be used to access Smoke on the Portal stage.

Hidden Characters: JADE

Jade is a hidden character who resembles Kitana, but wears a green mask and outfit. She is "an undiscovered warrior from Mortal Kombat I" (whatever that means). Jade can be found in all four versions—SNES, Genesis, Game Boy, and Game Gear. She is not connected to the storyline in any way, but is a great challenge for players.

HOW TO FIND JADE ON SNES OR GENESIS

The method to find Jade is identical on both SNES and Genesis. Here's how to do it.



1) Play up to the stage just before the question mark on the Battle Plan. You must be playing in one-player mode.



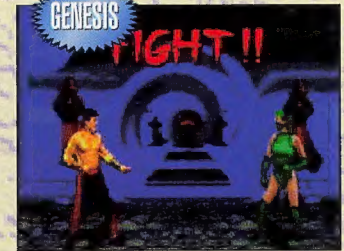
2) You must defeat the computer opponent one round using only the LOW KICK button. You cannot touch any other button the entire round, not even Block!



3) Once you win the round, you will be instantly transported through the Portal to fight Jade. Prepare yourself!



4) The fight begins! If you're playing SNES, you'll go to Goro's Lair for the battle. If you're playing Genesis, you'll fight on a spooky blue version of the Portal stage.



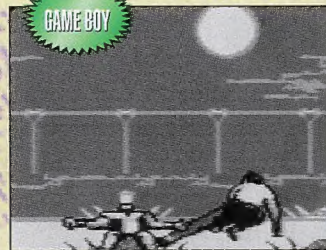
HOW TO FIND JADE ON GAME BOY OR GAME GEAR

The method to reach Jade is different on the handheld versions. Check it out—this new technique works on both Game Boy and Game Gear.

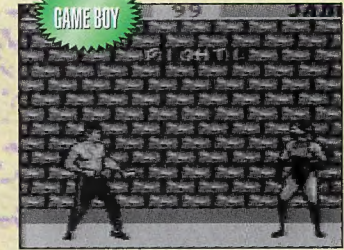
1) Play up to the stage just prior to the question mark on the Battle Plan. You must be playing in the one-player mode.



2) You must defeat the computer opponent for two rounds using only the Kick. You cannot touch Punch or Block during either round!



3) Once you win both rounds, you will challenge Jade for a fight to the death in Goro's Lair!



THE POWER OF JADE

Speed



Jade is extremely fast and can cover the screen in a short time.

Fan Throw



Jade has only one special technique, but it's deadly: the Fan Throw.

Immune to Projectiles



Jade cannot be hit by any Fireballs, Spears, Freezes, Fans, or any other type of projectile.

Cheap Throws



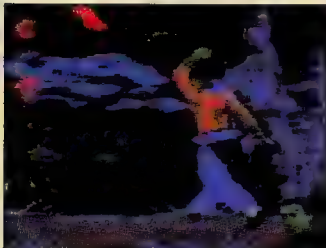
Jade is so fast you'll often get demolished by her cheap throws.

Hidden Characters: SMOKE

Smoke is a palette-swapped grey ninja who most closely resembles Scorpion. As his name implies, smoke constantly emits from his body. Smoke is "an undiscovered warrior from Mortal Kombat I" (whatever that means). He can be found in all four versions—SNES, Genesis, Game Boy, and Game Gear. He is not connected to the storyline in any way, but is a great challenge for players. Here's the inside scoop on how to find him!

HOW TO FIND SMOKE ON GAME GEAR

The way to find Smoke is completely unique on the Game Gear!



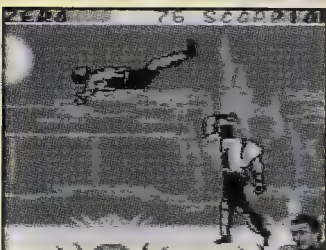
1) When fighting against Liu Kang as the computer opponent, keep UpperCutting the enemy until Toasty appears. Then hold Down and hit the Punch and Kick buttons together.



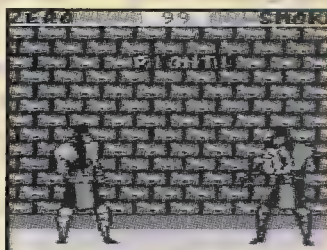
2) You will be transported to Goro's Lair to encounter this fearsome hidden character!

HOW TO FIND SMOKE ON GAME BOY

The way to find Smoke is completely unique on the Game Boy



1) When fighting against Scorpion as the computer opponent, keep UpperCutting the enemy until Toasty appears, then hold Down and hit the Start button.



2) Get ready for a return to Goro's Lair—Smoke awaits!

HOW TO FIND SMOKE ON SNES OR GENESIS

The method to find Smoke is identical on both SNES and Genesis. Here's how to do it.



1) Play up to the Portal stage during a one- or two-player match.



2) Just keep UpperCutting the enemy as much as possible. Eventually if you're lucky, "Toasty" will appear in the bottom-right corner of the screen in response to one of your Uppercuts.



3) The instant Toasty appears, hold Down and hit Start to stop the fight and face Smoke. If you're playing in a two-player game, the first person to enter this code will be Smoke's lucky victim!



4) If you do the trick correctly you'll encounter Smoke. On SNES your fight is on Goro's Lair, but on Genesis the background's a blue version of the regular Portal.

THE POWER OF SMOKE!

Scorp Spear



Watch out, you'll get over here when Smoke tags you with the stolen-from-Scorpion spear.

Cheap Throws



When Smoke gets in close, you're gonna get cheaped and then thrown every time.

Smokescreen



Smoke hides his entire body in a thick veil of smoke. Oooh, toasty!

Speed



Smoke is very fast and can just run in and mess you up.

Hidden Characters: NOOB SAIBOT

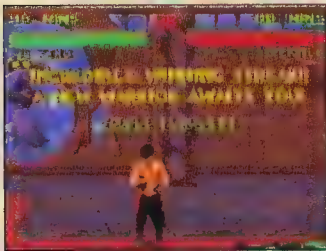
A code-name alter ego for Ed Boon and John Tobias (designers of MK II), Noob Saibot is male ninja number five. He is very mysterious indeed, as his entire body is cloaked in shadow. It's very difficult even to distinguish him from the background! Finding this hidden character takes patience, but the rewards are worth it—or are they? Noob Saibot appears only in the 16-bit versions—SNES and Genesis. Here's the inside scoop on how to find and defeat him!

HOW TO FIND NOOB SAIBOT ON SNES OR GENESIS

The method to find Noob is similar on SNES and Genesis, but there is a difference. Here's how to do it.



1) In a two-player game, you amass a big winning streak. On Genesis you need 25 games and on SNES you need 50 games. The best way to do this is to adjust the Options mode so you do the maximum damage, and keep on beating up a second player who isn't actually fighting you!



2) The instant you hit your 25th/50th win (depending on the system), you will be congratulated on your accomplishment. Get ready for the next challenge!



3) You will now face Noob Saibot. On SNES you will fight him on Goro's Lair, but on Genesis you will encounter him on a blue version of the Portal.

HINT: You can keep rematching against Noob Saibot as long as you wish, provided that Player 2 does not join in during the fight! Also, do not win only one of the rounds against Noob—be sure to win either none or both.

THE POWER OF NOOB SAIBOT!

Cloaking Device



Noob's entire body is cloaked in a shadow, making him harder to see than a Romulan Warbird!

Speed



Noob is very fast and can just run in and cheap you repeatedly.

The Spear



Oh, oh, Noob can crank you in for an Uppercut with his nasty Scorpion-style spear.

Cheap Throws



If Noob wants to throw you, he probably will. Again and again and again.

Taunts



"Feel the power of Toasty!" and other taunts will be laid on your sorry skin if you lose to Noobman. It's a soundgarden of insults!



BOSSSES

KINTARO



This behemoth is the ugly boss that everyone fears—Goro's cousin and a beast out for revenge, Kintaro! This tiger-striped being from the depths of the Outworld is the supreme commander of Shao Kahn's armies and is enraged by Goro's defeat at the hands of Liu Kang in Mortal Kombat I. He will stop at nothing to stomp all those puny mortals into the ground. Kintaro appears in the Super NES, Genesis, and Game Gear versions as the next-to-last boss.

Fireball



Kintaro's full-fisted Fireball attacks cover the length of the screen and can really mess you up! Duck to avoid these projectiles.

The Big Uppercut



Bad news, Jack. Kintaro's mighty Uppercut will rock your world and send you into the stratosphere.

Stomp



Watch out! When Kintaro goes into the Stomp, he can fly across the screen and pummel you into the pavement. When you see this coming, get away!



Weakness



Whenever you see Kintaro raising his arms to the heavens in a gesture of power, he's vulnerable. Uppercut him, or better yet, do a big combo!



SHAO KAHN



The current ruler of the Outworld is Shao Kahn. He is Shang Tsung's ruler and the evil warrior who devised with Tsung to hold this tournament and lure the mortals into the Outworld. Once the Furies are unbalanced, Kahn plans to lead his minions through the dimensional gates to conquer Earth and rule on high. He is the final boss in all four versions—Super NES, Genesis, Game Gear, and Game Boy.

Ice Spear



Shao Kahn throws massive Ice Spears at his opponents to wear them down. Be careful when trading projectiles!

Shoulder Dash



Shao Kahn's big body move is to run across the screen and slam you with his shoulder. You'll go flying!



Weakness



Shao Kahn likes to insult and taunt his victims, which could prove his undoing. When he does this, Uppercut him or go for a big combo!



THE POWER OF SHAO KAHN!



BASIC TRAINING

Welcome to *Mortal Kombat II*. If you've already played MK II in the arcades or have had time to practice the home version, you can probably skip the entire Basic Training section. If you're a beginner, read this section thoroughly.



KOMBOS CLASSIFIED



Beginner: An easy combo.



Intermediate: A moderately difficult combo.



Expert: A very difficult combo.



Power: A combo that takes off 30-50% of the opponent's energy.



Fatal: A combo that takes off over 50% of the opponent's energy!



Krazy: A wild combo that will make your eyes open wide in surprise.



Super Juggle: A combo that keeps the enemy up in the air for extended time.



Perpetual: A never-ending combo that can be done until the opponent dies, with no way for them to block it. See page 128 for Scorpion's Perpetual Spear Combo.

BASIC MOVES

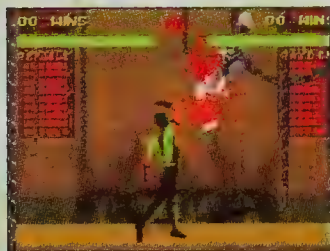
	Standing	Close Standing	Crouching	Hold Away	Jump Up	Jump Toward
High Punch						
Low Punch						
High Kick						
Low Kick						
Block						

In the SNES and Genesis versions, the chart above shows you all the basic moves available to every player in the game. This is important to learn before you get into the Special Techniques.

SPECIALTY MOVES

Every character has the following moves, which are used very often and are crucial to game play:

Uppercut



Crouch and hit High Punch. This is very damaging and is a good counter-move!

Throw



Get close and hit Low Punch. This should be used as a "cheap."

Roundhouse Kick



Hold Away and hit High Kick. This will knock the enemy far and does a fair amount of damage.

Sweep



Hold Away and hit Low Kick. This knocks the enemy off their feet and can be repeated as a "cheap."

KOMBO TRAINING

A combination, or "kombo," is the single most deadly weapon you can use to defeat opponents! A kombo is defined as any series of attacks that is completely unstoppable after the first hit in the sequence. Here's the low-down on the kombo system.

Mortal Kombat kombos are very different from combos in other fighting games. The basis is that for most kombos, you hit the enemy into the air, and then keep them bounced up in the air with each successive hit. This is known as juggling. Here are all the different ways to do kombos.

HIGH PUNCH JUGGLES

When an enemy jumps at you with an attack, you must do a High Punch when they're about one inch above your head. If you time this correctly, you will juggle them into the air. Then you can follow-up with an attack or special technique while they are still in the air!

RIGHT



When they jump in, do a standing High Punch at the correct time while you get ready to do your special technique.



As soon as you hit them with the High Punch, go into the special technique. This will hit them before they land for an unstoppable two-hit kombo!

WRONG



WRONG



TOO EARLY!



If you do the standing High Punch too early, your punch will miss and they'll hit you with a jump kick.

TOO LATE



If you do the High Punch too late, their kick will hit you before your punch is even fully displayed on the screen.

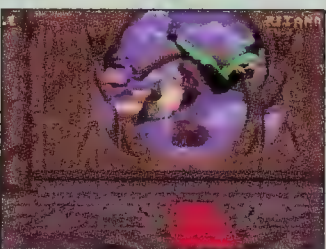
AIR KOMBOS

To do an air kombo, both characters must be in the air. This means that the enemy is jumping, and you jump at them to begin the kombo. After the first hit, the kombo may require you to do the subsequent hit(s) while still in the air, or to land and then hit the opponent again while they're still juggled in the air.

RIGHT



Using Kitana, meet the enemy in the air with a Jump Punch and immediately do the Air Fan Throw while still in the air.



WRONG



TOO SLOW!



If you are too slow in throwing the Fan, it will miss them.

WRONG



WAY TOO SLOW!



If you wait until you hit the ground to throw the Fan, they will be able to block.

KOMBO TRAINING

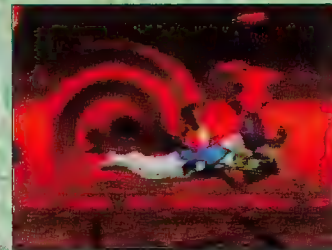
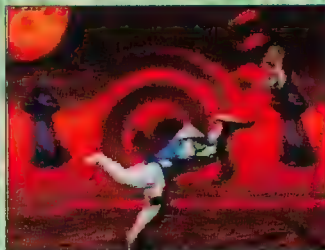
JUMP IN KICK KOMBOS

To do these combos, you must jump toward the enemy while they're on the ground and do a kick. This kick will juggle them up into the air, and you can then follow with an immediate move.

RIGHT



It's very important to hit the enemy while you're as close to their body and low to the ground as possible. This will ensure that they are juggled high into the air as your feet touch the ground.

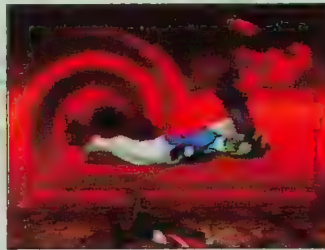


Then immediately go into the special technique. This will hit them before they land!

WRONG



If you hit them too high, they will already be too close to the ground when you start the special technique.



Your attack will miss cleanly over their head!



CROSS UP KOMBOS

To cross up the enemy, jump over them and hit the Kick button as you pass their head. Try to do the Kick as deep as possible in their body to make the combo work.

RIGHT



Jump over the opponent and Kick them as deep and low as possible, around their ankles.



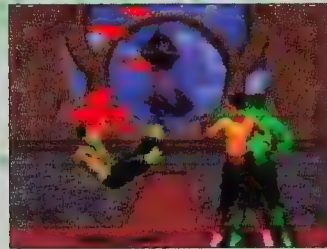
They'll be juggled high into the air, enabling you to go into your special move immediately.



WRONG



Don't hit them too high when you try to cross up.



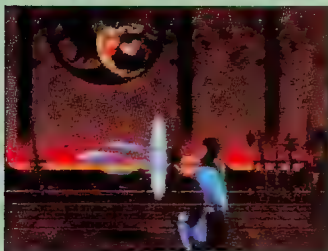
If you hit too high, your special technique will miss completely because they'll hit the ground.



WHEN TO DO MORTAL KOMBOS

Now that you know the basics, you gotta know when to do kombos. The kombos in this book are organized into categories, which tell you their optimum implementation scenarios.

Jump In Kombos



Do this type of combo when the enemy throws a projectile, which leaves them stuck and vulnerable for a split second. Or do these whenever you anticipate an opening.

Defensive Combo



Do these kombos from a standing position when the enemy jumps in to try to hurt you.

Cross Up Kombos



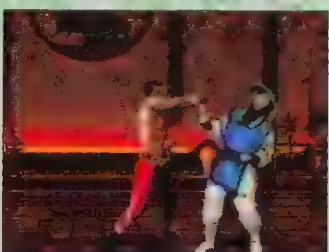
These are mainly "surprise" kombos. Do it to trick the enemy when you're in an up-close sweep war, or just do it as they're getting up.

Corner Kombos



The corner acts a barrier to prevent the enemy from falling out of attack range. Therefore, you can pull off some heavy-duty kombos as they will always be juggled right next to you!

Ground Kombos



These are kombos that start completely on the ground. You initiate a move that stuns or juggles them, then do a combo. Try this when they least expect it.

Air Combo



When you anticipate the enemy jumping in the air, do these kombos to punish them. Or try to sucker them into the air with patterns and then do the combo.



CHEAP TRAINING

Nothing says "Mortal Kombat!" like playing cheap. What is this? Hitting, sweeping, punching, throwing, and attacking an enemy in such a way that it is very hard or impossible for them to reverse. Cheaping takes little skill, but does a lot of damage. Here are some cheaps to try if you're feeling evil—and how to reverse them if you're on the starving end of the stick.

"Abnormal" Distances



When the opponent throws a Fireball, you can Sweep them from an amazing distance and avoid their projectile!



SWEEPS

The Fastest Sweeps



Kitana and Mileena have the fastest Sweeps in the game. They can out-Sweep any other character. Repeat this to knock the enemy down and suck away energy!



Walk Back Sweeps



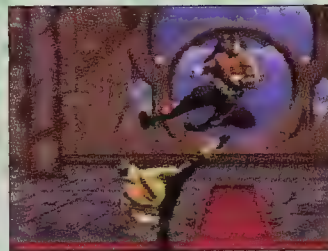
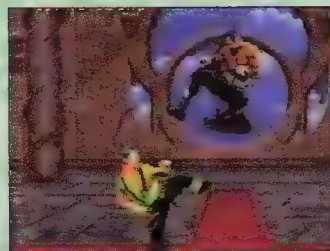
When the enemy jumps in at you, try taking two steps back and Sweeping them as they land.



KEEP-OUTS

Although not necessarily cheap, keep-outs are annoying. Do these counter-moves defensively when the enemy jumps at you.

High Kick



When the opponent has just passed the highest point of their jump, do a High Kick to hit their attack. Here are the High Kick ability rankings:

- 1) Tsung/Lao
- 2) Sub-Zero/Scorpion/Reptile
- 3) Baraka/Kang
- 4) Rayden/Mileena/Kitana/Jax/Cage

Uppercuts



When the enemy is at the highest point of their jump, you can do a well-timed Uppercut for a clean hit. Following are Uppercut ability rankings:

- 1) Mileena/Kitana
- 2) Kang/Cage/Tsung
- 3) Lao/Jax/Rayden/Baraka
- 4) Scorpion/Sub-Zero/Reptile

High Punch



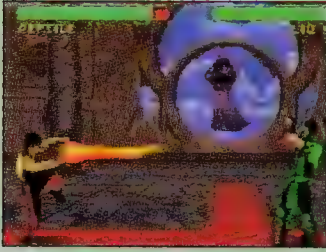
When the opponent is nearing you, do the High Punch to hit them out of the air and set up a combo.



This is easy except against the following characters: Kitana, Mileena, Baraka and Shang Tsung. Do a different counter against them.

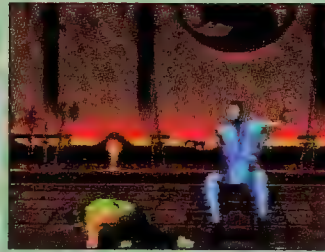
ENERGY DRAINS

Fireball Patterns



A great way to weaken the enemy's life force is to apply constant pressure with Fireballs. If your distance and timing is right, they will be forced to block and lose energy.

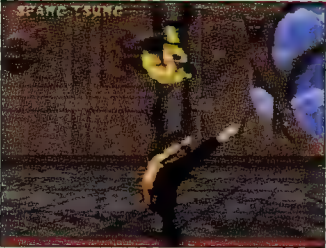
Sweep and Special



When you knock the enemy down, you can vary between more Sweeps and special moves to take off their energy.

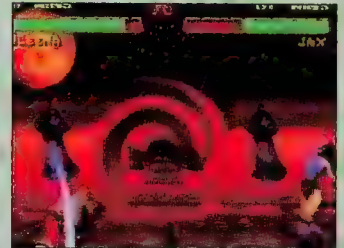
THROWS

Jump-Over Throw



A tricky tactic is to jump over the enemy and throw them from behind. This is surprising and hard to escape!

Long-Range Life Suck



Another cheap trick is to take the opponent's energy from very long range with a special move. Jax's Earthquake is the best example of this bogus tactic.

Sweep and Throw



When you Sweep the enemy at very close range, walk up and throw them as they get up. This is very cheap!



If you aren't close enough when you try this cheap, the enemy can Uppercut you or do a special move to counter.

Blocking Throws



The correct way to Block a throw is to hold Down-Back and the Block button. If you hold in this position, the enemy cannot throw you and instead will push you away with rapid punches. You can then retaliate!



If you hold straight Down and Block, you cannot stop throws. The enemy will cheap you!!

FATALITY TRAINING

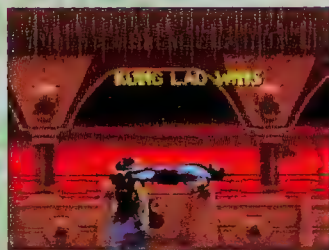
After you have defeated and humiliated your opponent, you have the opportunity to really rub their face in it when the words "Finish Him!!" appear. Now's your opportunity to do a Fatality, a Friendship, or a Babality. Check out this section for the rundown on how Finishing Moves work.

BACKGROUND FATALITIES

Kombat Tomb Fatality



When you are asked to Finish Him on the Kombat Tomb stage, stand close and do the indicated movement to Uppercut them into the ceiling.



BONUS TIP: Hold Down on both controllers to make the victim slide off the spikes.

Dead Pool Fatality



On the Dead Pool stage, get close and do the movement (it's the same for all characters).



You will Uppercut them into the acid, where their skin will dissolve and leave behind a skeleton.

Pit II Fatality



When Finish Him is commanded on the Pit II stage, get close and do the movement.



You will Uppercut the opponent off the bridge, where they will spiral to their Mode 7 death at the bottom of the Pit.

DISTANCE

Distance is an absolutely critical factor when trying to perform a Fatality. There are five possible distances, and you must be standing in the exactly right position to make the Fatality work.

Very Close



Stand as close as possible to the enemy.

Just Inside Sweep Range



This is about two steps away, just inside the maximum length of a Sweep.

A Full Step Outside Sweep Range



Take one giant step back from the maximum range of a Sweep to determine this distance. Scorpion and Sub-Zero are the only characters who use this distance.

One Jump Away



This is one jump away from the opponent. Reptile is the only character who uses this distance.

Full Screen



You must be all the way across the screen from the opponent.

FRIENDSHIPS



To do a Friendship, you cannot press the Punch button during the final round. You must only use the Kick and Block buttons.



Stand anywhere on the screen to do a Friendship.

TRICKS TO MAKE IT EASIER

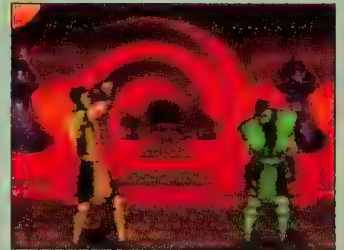
Tap Your Way In



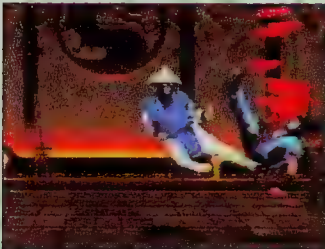
Certain Fatalities require you to hold down a button, which can be problematic because you have to wait to hit the enemy. For Jax's Head Smash, try holding Low Punch, tapping toward the enemy many times, then releasing the button.



Hold Block and Tap Up



Hold Button Before "Finish Him"



Some Fatalities may require you to hold a button down for a long time. For Rayden's Uppercut Explosion, hold High Punch long before the round ends. When it says "Finish Him," walk up and release the button!

Use Block to Stop Movement



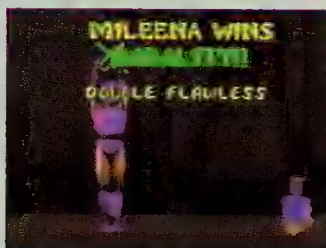
Some characters may have a hard time moving to the exactly right distance for a Fatality. For Kung Lao's Hat Split, use Block to position yourself correctly.

Release Block if Necessary



If the Fatality does not involve the Up command, you can hold Block while you hit the directions but then release Block before you hit the button.

BABALITIES



These have the same requirements as Friendships: you cannot press the Punch button during the final round. You must use only the Kick and Block buttons.

Stand anywhere on the screen to do a Babality.



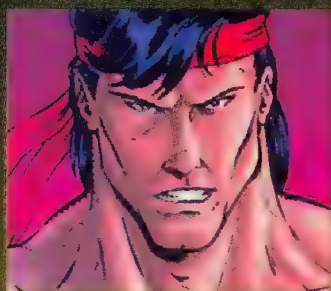
LIU KANG™

Super NES/Genesis



TM

SPECIAL TECHNIQUES



Super NES/Genesis

HIGH FIREBALL

Liu Kang's classic projectile technique is good to keep opponents at bay. It's also a great way to knock enemies out of the air when they jump. Be careful. It is somewhat weak, so don't trade Fireballs with characters like Kitana!



Tap Toward, Toward, High Punch.



LOW FIREBALL

Liu's all-new Low Fireball is very useful for patterns and keeping the enemy pinned in the corner. Use it when the enemy throws a mid-level or high projectile at you—it's good for a clean hit!



Tap Toward, Toward, Low Punch.



AIR FIREBALL

The monk's other new projectile is a devastating weapon and should be used constantly. Always look for a combo when you jump. Also try doing the Air Fireball to save yourself from falling at inopportune moments.



Jump, then Tap Toward, Toward, High Punch.



FLYING KICK

This is a somewhat quirky move. You can use the Flying Kick to nail opponents when they jump, when they don't expect it, or when they try to do certain techniques that make them vulnerable. However, be careful at the wrong distance, you'll miss and fly over the opponent. Also, if they block it, you'll be rocked for sure!



Tap Toward, Toward, High Kick.



BICYCLE KICK

Another new move, the Bike Kick, does more damage than an Uppercut, so you should incorporate it into your strategies. Try to set up situations where you can go into a combo for huge damage, or you can surprise them when they jump or try to do a move.



Hold Low Kick for five seconds, then release.

HOLD LOW KICK 5 SEC., THEN RELEASE

SPECIALTY MOVES

Forearm



Get close and hit High Punch (hold neutral or Toward).

Knee



Get close and hit Low or High Kick (hold neutral or Toward).

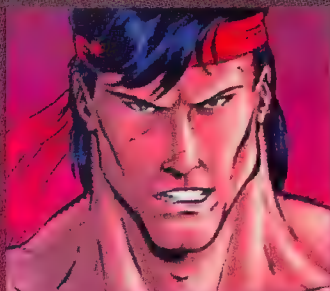
Throw



Get close and hit Low Punch (hold neutral or Toward).

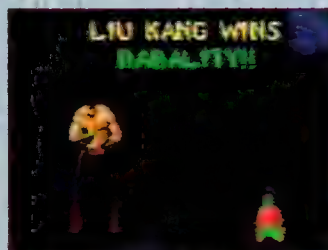


FATALITIES



Super NES/Genesis

BABALITY



Tap Down, Down, Toward, Away, Low Kick.



FRIENDSHIP: DISCO DANCE



Tap Toward, Away, Away, Away, Low Kick.



FATALITY #1: CARTWHEEL UPPERCUT



Distance: Between Very Close and One Jump Away



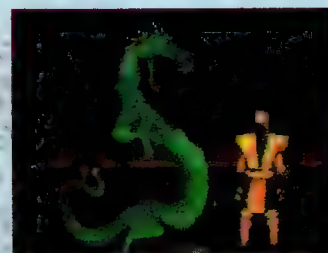
Rotate controller 360 degrees away from opponent.



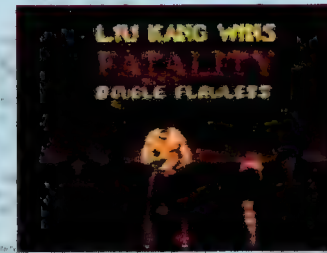
FATALITY #2: ENTER THE DRAGON



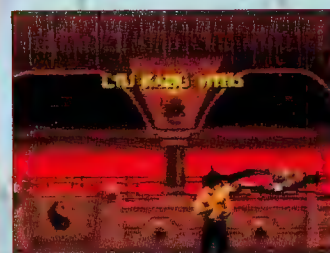
Distance: Very Close



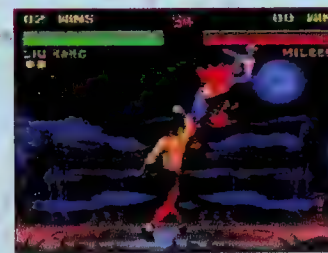
Tap Down, Toward, Away, Away, High Kick.



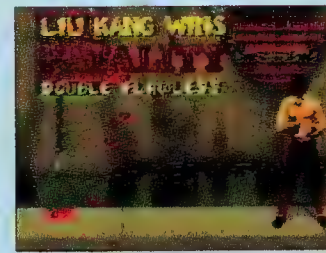
TOMB/PIT FATALITY



Tap Down, Away, Toward, Toward, Low Kick.



DEAD POOL FATALITY



SNES or Genesis 6-Button
Hold Down, Low Punch, and Low Kick. While holding all buttons, hit High Punch.

Genesis 3-Button
Hold Down, Low Kick, and High Kick. While holding all buttons, hit Low Punch.

PRO STRATEGIES



Super NES/Genesis

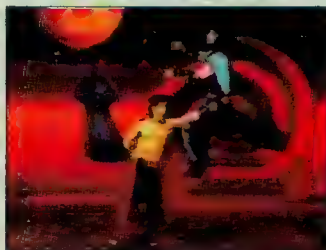
Overall Strategy

Liu Kang's well-rounded arsenal of low, high, and air attacks combined with the potential for devastating Bike Kick kombos make him one of the best characters in the game!

- Use your quick moves, like the Bike Kick and Flying Kick, to surprise the enemy when they let their guard down.
- Always do the Low Fireball to pass under projectiles, such as Sub-Zero's Freeze, and get a free hit.
- If you're close to Baraka or Scorpion and you block their projectile, instantly go into the Flying Kick to hit them where they stand.
- Never let the enemy jump at you for free. Try to hit them with an Uppercut or High Kick.

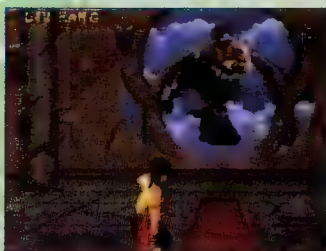
COUNTERS

Foot Punch into Biker



When the enemy jumps in, do a perfectly timed High Punch followed by an immediate Bike Kick to catch 'em in the air.

Fast Uppercut



As often as possible, Uppercut the enemy when they jump at you with any attack. Liu Kang has one of the best Uppercuts in the game, and the timing is more flexible than with other characters!

Long Distance Fire Blow-Out



When the enemy jumps at you, space yourself far enough away so you can knock them out of the air with a High Fireball. The proper range is about 3/4-screen distance.

Low Fire Counter



When the enemy shoots a Fireball at you, do a quick Low Fireball. You will duck under their projectile and score a free and clean hit!



Caution: If this is done wrong, you'll trade hits or be hit cleanly.

CHEAPS

Sweep into Cheap Throw



When you find an opening in close battle, do a Sweep and then quickly Throw them as they get up.



Caution: Beware of the enemy's Uppercut if you're too slow!

PRO STRATEGIES



Super NES / Genesis

ESCAPE TACTICS

Flying Getaway



When you're in close battle and you want to gain some space, do the Flying Kick. If you do this close enough, you'll pass over their head!



CAUTION



Caution: If the opponent is too far from you and they Block, you'll be left open for an Uppercut.

Bike Ride Under Kicks



When the enemy jumps in, you can use the Bike Kick to go underneath them for a quick escape.

CAUTION



Caution: If you take too long to ride the Bike, you'll get your tires popped by an incoming kick!

Fireball Avoidance



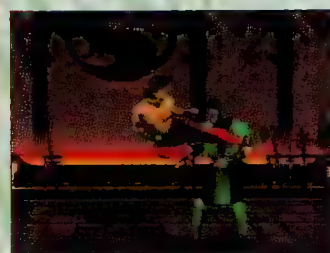
When you jump and you think you'll fall on a projectile at long range, do an Air Fireball. This will suspend you in the air for a second and make you land safely!



Caution: Don't try this at close range, or the enemy will kick you out of the air.

ENERGY DRAINERS

Fireball Kombo-matic



Whenever you hit the enemy with a Jump Kick, always follow with an instant Air, High, or Low Fireball kombo.



Close Forearm Pressure



When close to the opponent, do a Forearm. This will hit them even if they are low or if they try to do anything except block it!



Low Fireball Push-Away



When fighting at close range, do a crouching Low Punch to force the enemy back, and then follow with an instant Low Fireball. This is a great surprise move and energy drainer.



CAUTION



Caution: If they block your Low Fireball, you'll be vulnerable to a Sweep.

PATTERNS

Fireball Containment

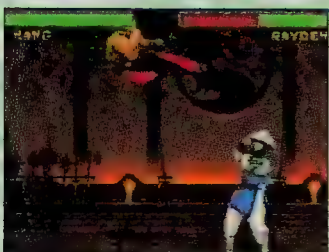


Use your fast Fireballs to your advantage. Try to keep the enemy away from you by varying quickly between Air, High, and Low Fireballs. This will take their energy and make them afraid to jump or flinch!

Caution: Be careful — one wrong Fireball and they can jump over and kick you!

PSYCH OUTS

Fake Kick into Fire



Jump in with an early Kick that never connects. Then land in front of them and nail the enemy with an immediate Low Fireball. This will really fool them!

Note: To do this trick correctly, hit the directional arrow and the Kick button simultaneously.

HEAD-TO-HEAD

vs. Mileena — Teleport Kick



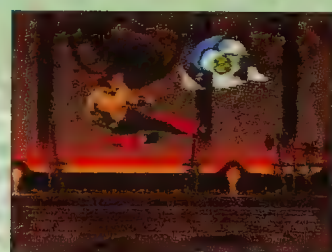
When you block Mileena's Teleport Kick, use the standing High Kick or the Flying Kick to hit her out of the air. You may miss with the Flying Kick, so the High Kick is usually better.

vs. Scorpion — Decoy



When fighting against Scorpion, try to use the Low Fireball when Scorpion Decoys from the other side of the screen. This will catch him off-guard.

vs. Rayden — Superman



Try to Block Rayden's Superman and then do the Flying Kick as he falls back.



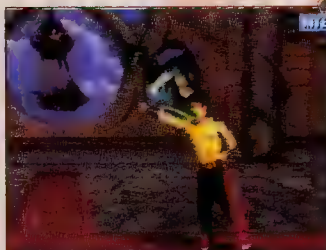
MORTAL KOMBOS



Super NES

DEFENSIVE

Punch and Bike 'Em



1) When they jump in, do a standing High Punch while Charging a Bike Kick.



2) Immediately do the Bike Kick to pedal 'em across the screen.

Punch and Fly



1) When they jump in, do a standing High Punch. Start the Flying Kick taps.



2) Take off with the Flying Kick to nail them.

Double High Punch, High Fire



1) When they jump in, do two standing High Punches as you start the High Fireball taps.

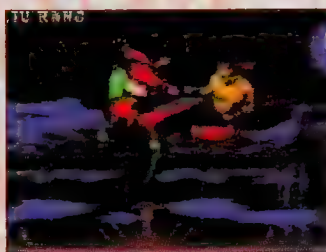


2) Immediately do the High Fireball to knock 'em back in the air.

Note: You can also use a Low Fireball.

JUMP IN

Double-Kick Fly Factor

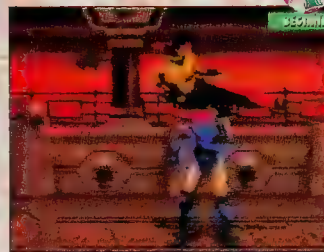


1) Jump in with a deep Kick as you start the Flying Kick taps.



2) Quickly send 'em back with the Flying Kick.

Kick and Air Fire

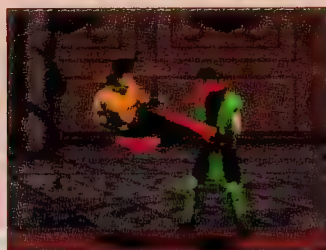


1) Jump in with a deep Kick while starting Air Fireball taps.



2) Before you land, do the Air Fireball.

Double-Hit Standing Fire



1) Jump in with a deep Kick. Just as you start to fall, begin High Fireball taps.



2) Do the High Fireball from a standing position for an across-the-screen knockdown.

Note: If you mess up an Air Fireball combo, you'll often get this one instead!

Kickin' Fire Shot



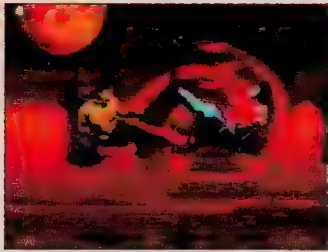
1) Jump in with a deep Kick as you tap for the Low Fireball.



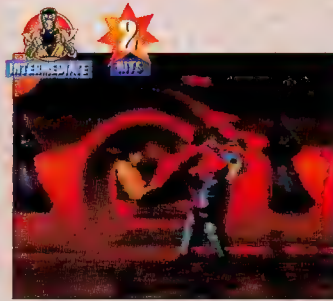
2) When you land, immediately bounce 'em high with the Low Fireball.

CROSS UP

Neck Kick into Bike Kick



1) Cross 'em up with a deep Kick while Charging for a Bike Kick.



2) Before they land, do the Bike Kick.

Crossing Fireball



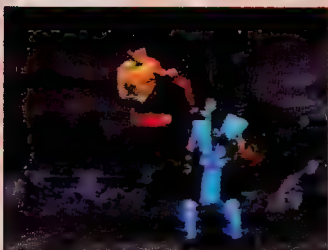
1) Cross 'em up with a deep Kick as you start the Air Fireball taps.



2) When you land, do a quick Low Fireball.

CORNER

Flying Triple Head Bouncer



1) When they're standing a few feet away from the corner, cross them up with a deep Kick as you start the Air Fireball taps.



2) Go into the Air Fireball while still in the air. This will bounce 'em into the corner. Quickly start the Flying Kick taps.



3) When you land, instantly do the Flying Kick to smack their head into the corner for a one-way ticket to juggle land.

Note: Unlike in the Genesis version, this amazing kombo works on anyone!

Crossing Bike Blow-Out



1) When the enemy's a few paces away from the corner, cross them up with a deep Kick as you start the Air Fireball taps. You should be Charged for the Bike Kick.

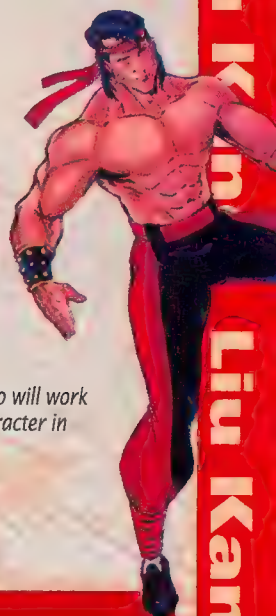


2) Do the Air Fireball instantly. This will bounce them against the wall, where they'll be stuck momentarily.



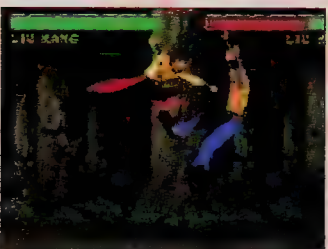
3) As soon as you land, unleash the Bike Kick to juggle them on a tour de death!

Note: This kombo will work against any character in the game!

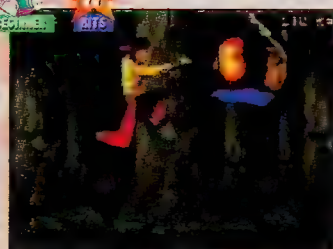


AIR

Punching Air Fireball

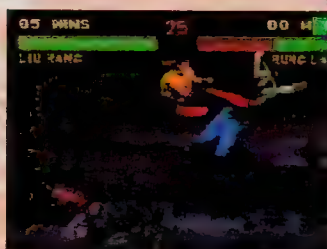


1) Jump and do a Punch in the air as you start the Air Fireball taps.

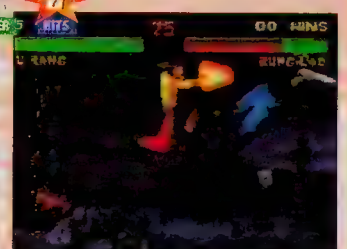


2) While in the air, light 'em up with the Air Fireball.

Kicking Air Fireball



1) When they're in the air, jump and do a Kick as you start the Air Fireball taps.



2) While in the air, do the Air Fireball. Toasty!

Note: You can Jump Up or Toward 'em to do this kombo.

Note: You can Jump Up or Toward 'em to do this kombo!

MORTAL KOMBOS



Genesis

DEFENSIVE

Twin Punching Fireball



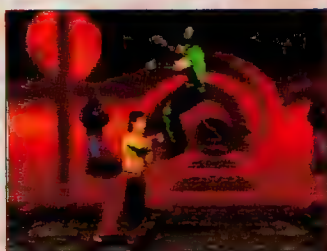
1) When they jump in, do two standing High Punches. Start the High Fireball taps.



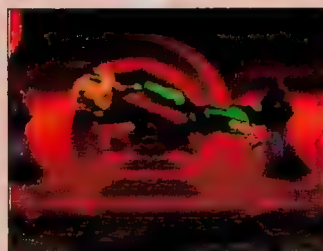
2) Immediately do the High Fireball to knock 'em back in the air.

Note: You can also use a Low Fireball for this combo.

Double-Punch Fly Boy



1) When they jump in, do two standing High Punches to their feet. Start the Flying Kick taps.



2) Take off with the Flying Kick to send 'em sprawling to the boondocks.

Punch-and-Hop Kick



1) When they jump in, do a standing High Punch.



2) As they're falling back, Jump straight Up and Kick 'em. You must be close—and quick!

Two-Punch Bike Counter



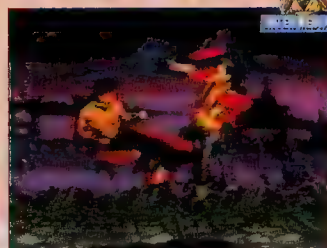
1) When they Jump in, throw two standing High Punches while Charging a Bike Kick.



2) Quickly unleash the Bike Kick to pedal 'em across the screen.

CROSS UP

Crossing Bicycle



1) Cross 'em up with a deep Kick while you're Charging for a Bike Kick.



2) Unleash the Bike Kick to pedal your enemy's face all the way across the screen!

Note: You can also use a Flying Kick instead of a Bike Kick.

Neck Kick Low Fireball



1) Cross 'em up with a deep Kick while tapping for a Low Fireball.



2) When you land, quickly launch the Low Fireball to fry your opponent's fanny.

Note: You can also use a High Fireball.

AIR

High-Flying-Fire Double Hit



1) When the enemy's airborne, jump and do a Punch as you tap for the Air Fireball.



2) While in the air, do the Air Fireball for a surprising double hit.

Kick into Air Fire



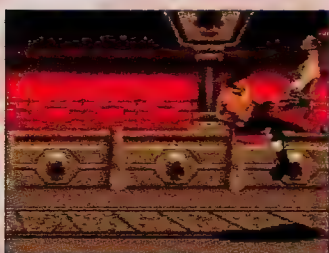
1) When they're in the air, jump and do a Kick as you start the Air Fireball taps.



2) While airborne, do the Air Fireball for a flaming surprise.

CORNER

Corner Triple Juggle



1) Jump in with a deep Kick when they're cornered.



2) Do a quick crouching Low Kick to bounce them up into the air.



3) Uppercut them before they land for unbelievable damage!

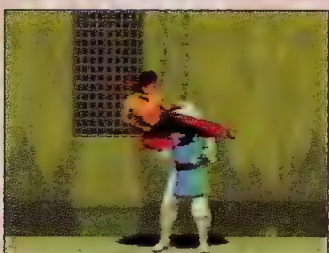
Air Fire Bike Ride



1) When the enemy is a few steps away from the corner, cross them up with a deep Kick as you start the Air Fireball taps. You should also be Charging the Bike Kick.

JUMP IN

Triple-Hit Fire Kicker



1) Jump in with a deep Kick as you start the Air Fireball taps.



2) Immediately do the Air Fireball. Get ready to do the Flying Kick.



3) Quickly go into the Flying Kick for a three-hit juggle. This combo only works against Jax or Rayden!

Note: You must have master timing to pull this off, but it's possible! It works anywhere on the screen!

Two High Air Balls of Fire



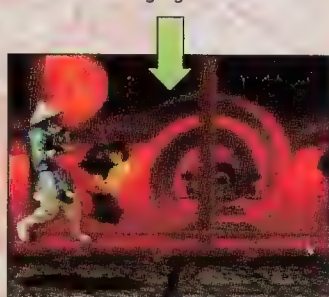
1) Jump in with a deep Kick while tapping for an Air Fireball.



2) While in the air, immediately shoot off the Air Fireball. This dunks 'em for big damage!



2) Immediately do the Air Fireball while still Charging the Bike Kick.



3) Do the Bicycle Kick for three continuous hits. This combo only works against Jax or Rayden!

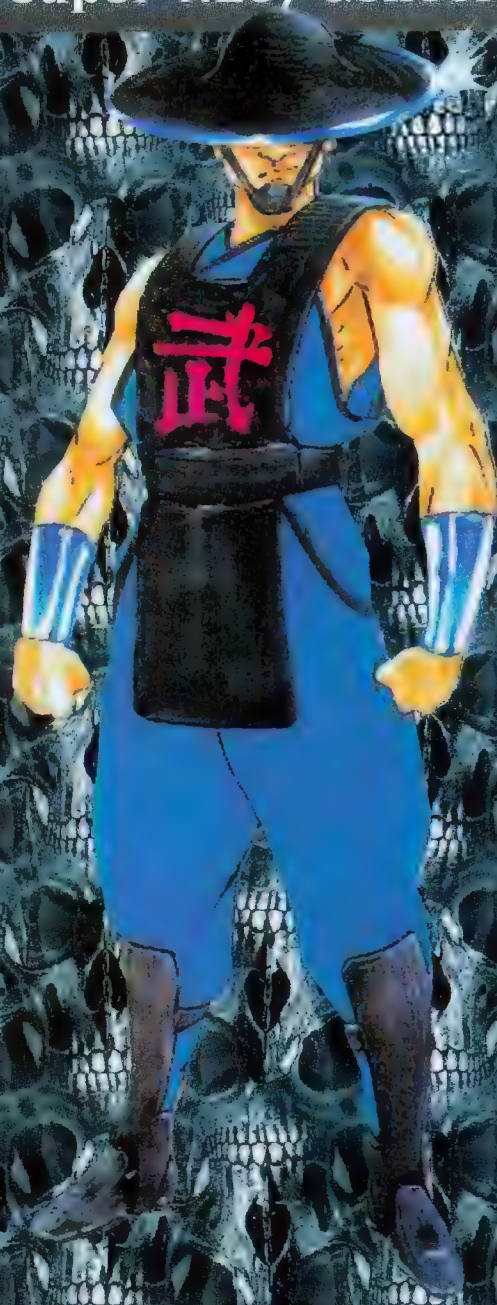
Note: You know this combo will work if the enemy's head bounces against the wall and they are stuck there a moment after the Air Fireball!





KUNG LAO™

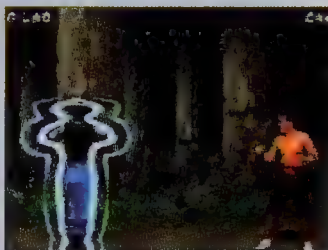
Super NES / Genesis



Super NES/Genesis

WHIRLWIND SPIN

The ultimate shield move, Kung Lao's Whirlwind provides total protection against enemies who jump at you with an attack or try to stick out a fist or foot at close range. The Spin's biggest weakness is against projectiles. Use the Whirlwind Spin to start a combo, but be careful not to press Low Kick too many times.



While Holding Block, [Tap Up, Up], release Block and rapidly tap Low Kick to spin.

HOLD **BLOCK** [ ] **RELEASE**

BLOCK **TAP** **LOW KICK**

TELEPORT

Unlike Rayden's classic Teleport, Kung Lao's is good on both offense and defense. You can use it of course to escape Fireballs, corner traps, or other bad situations, but you can also do a Punch or Kick as you come out on the other side to surprise the enemy!



Tap Down, Up, and then hit Punch or Kick to attack!



BULLET KICK

Bullet boy is what you'll call old King Kung when he jumps and dives at the enemy from the sky. This is an awesome angled attack to get in when enemies do standing attacks, which leave them vulnerable. Also be sure to do the Bullet if you meet the enemy in the air with a punch or kick.



Jump, then Tap Down and High Kick.

JUMP, THEN  **HIGH KICK**

HAT THROW

Kung Lao's projectile is unique in MK II—and all fighting games—because you can guide its direction once you throw it. Use the high Hat to hit enemies when they jump. The mid-level Hat is best for combos and normal projectile barrages. Use the low Hat to hit opponents in a crouching position.



Tap Away, Toward, Low Punch.



Hold Up to aim high.



Don't press anything to aim mid-level.

SPECIALTY MOVES

Head Butt



Get close and hit High Punch (hold neutral or Toward).

Knee



Get close and hit Low or High Kick (hold neutral or Toward).

Throw



Get close and hit Low Punch (hold neutral or Toward).



Hold Down to aim low.



FATALITIES



Super NES/Genesis

BABALITY



Tap Away, Away, Toward, Toward,
High Kick.



FRIENDSHIP: PULL A RABBIT OUT OF THE HAT



Tap Away, Away, Away, Down, High Kick.



FATALITY #1: HAT DECAPITATION



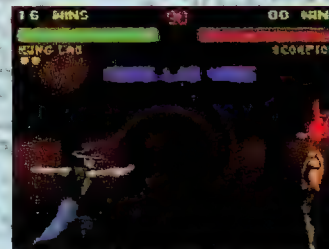
Distance: Full Screen



1) While Holding Low Punch, [Tap Away, Toward], release Low Punch.



2) Once you throw the Hat, press Up to guide it and cut off the head!



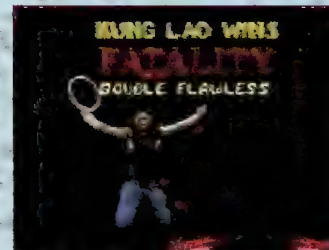
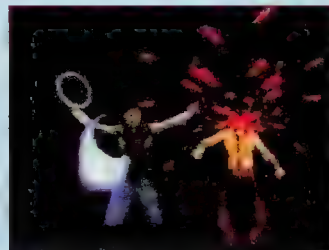
FATALITY #2: YA GOTTA KEEP 'EM SEPARATED



Distance: Just Inside Sweep Range



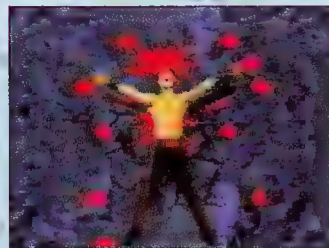
Tap Toward, Toward, Toward, Low Kick.



TOMB/PIT FATALITY



Tap Toward, Toward, Toward,
High Punch.



DEAD POOL FATALITY



SNES or Genesis 6-Button
Hold Down, Low Punch, and Low Kick. While holding all buttons, hit High Punch.

Genesis 3-Button

Hold Down, Low Kick, and High Kick. While holding all buttons, hit Low Punch.

Overall Strategy

- **Kung Lao's Bullet Kick is a great counter-move. When you see an opponent such as Sub-Zero throw a projectile, jump in and Bullet Kick them while they're stuck.**

- *When opponents are across the screen and they do an attack that leaves them stuck (such as Sub-Zero's Ground Ice), Teleport behind them and do a Kick.*
- *If you're at full screen distance, do the Hat Throw to hit low blocking opponents.*

Teleport and Hit



While you Teleport, stick out a Punch or Kick. This can stop the enemy from blasting you out of the air!

Teleport from Danger



Utilize your Teleport to escape close encounters of the worst kind.



When projectiles are thrown at you, do the Teleport to evade them.

Throw Distance

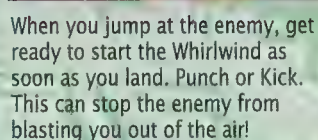


When you need to put some distance between yourself and the enemy, walk in and Throw them. You'll fling 'em across the screen!

Note: You won't throw them as far if they're in the corner.



Jumping Whirlwind Trick



Do the Bullet Kick from full-screen distance to fake out the enemy and get an opening for a hit.



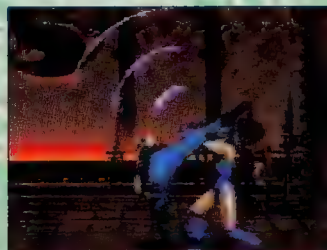
...or push them back if they block.



Caution: If the Whirlwind isn't done fast enough, you will get hit!

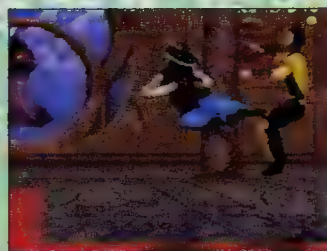
HEAD-TO-HEAD

vs. Kitana — Lift Ray



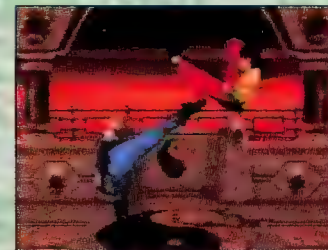
If you block Kitana's Lift Ray, immediately do the Roundhouse Kick to blast her.

vs. Scorpion — Decoy



When you block any attack that has a long delay (such as Scorpion's Decoy), counter with a jumping Kick into an immediate Bullet Kick.

vs. Liu Kang — Bike Kick



When fighting Liu Kang, block his Bike Kick and counter with a Roundhouse Kick.

vs. Scorpion II — Spear



When you Block Scorpion's Spear, quickly jump and do the Bullet Kick to hit him while he's stuck.

Super NES

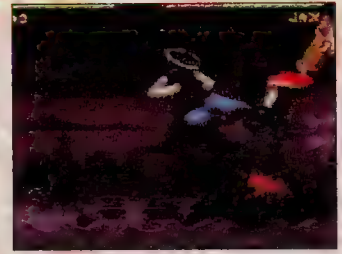
Bite-the-Jugglin'-Bullet Kick



1) When they're jumping in, do a standing High Punch.



2) Quickly leap after 'em with a jump Kick.

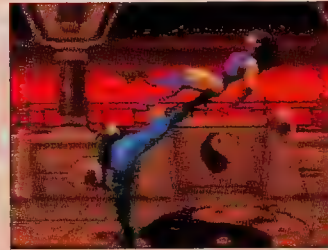


3) While in the air, immediately do a Bullet Kick to run 'em through.

Punch Kick

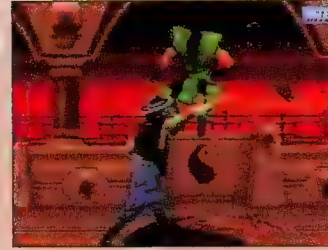


1) When they jump in, do a standing High Punch to juggle 'em.



2) Knock 'em back with a Roundhouse High Kick.

Punchin' Hat Attack

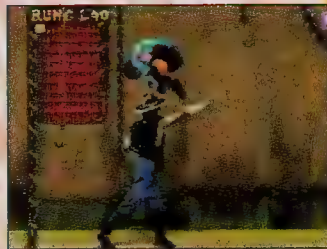


1) When they're jumping in, knock 'em back with a standing High Punch as you start the Hat Throw taps.

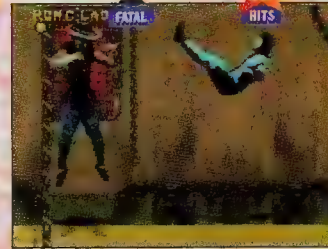


2) Quickly do the Hat Throw to hit 'em high.

Juggle Teleport Kick



1) When they jump in, do a standing High Punch as you start the Teleport taps.



2) Immediately Teleport behind them.



3) Kick 'em as you Teleport. This really scrambles their mind!

Note: They can Block to stop step 3, but if they mess up, they'll get hit and be annoyed!

AIR

Flyin' Kickin' Bullet Shot



1) Jump straight Up and Kick 'em in the air.



2) Immediately go into the Bullet Kick while still in the air.

Flying-Punch Bullet



1) Jump Toward the enemy and do a Punch in the air.



2) Then blast 'em with a Bullet Kick while you're still airborne.

GROUND

Whirling Hat Trick



Note: Make sure you hit the button only three times when you do the Whirlwind Spin. If you hit the button too many times, you can't do the Hat Throw fast enough.



2) Quickly do the Hat Throw to juggle 'em before they land. The Hat Throw should travel straight or at a downward angle.

CROSS UP

Crossing-Hat Kombo



Note: This kombo works anywhere on the screen, but only if you cross them up!



2) Quickly do the Hat Throw to nail 'em before they land.

CORNER

Double Kick in the Corridor

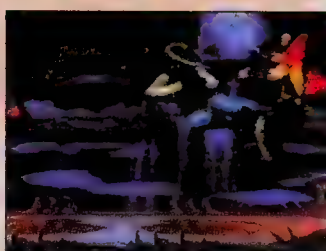


Note: This is one of the few kombos Kung Lao can do while jumping in, and it works only in the corner. If you want awesome Kung Lao kombos, go play the Genesis version!!



2) When you land, immediately do a standing Low Kick.

Hat Trick in the Corner



1) When the enemy's in the corner, jump in with a very deep Kick as you start the Hat Throw taps.



2) When you land, quickly do the Hat Throw for two hits.



Whirl-Hat Spin Attack



Genesis



1) Do a close Whirlwind Spin to knock the enemy up in the air. Get ready to do the Hat Throw.



2) Just as they're falling, do the Hat Throw to juggle 'em back for two hits.

Note: Don't press the button to activate the Whirlwind Spin too many times or you won't be able to do the Hat Throw fast enough.



Note: Don't press the button to activate the Whirlwind Spin too many times, or you won't be able to jump and kick them fast enough.

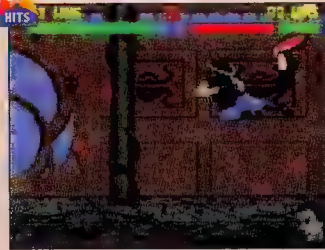
Triple-Hit Bullet Assassination



1) When close to the enemy, send 'em flying with a Whirlwind Spin.



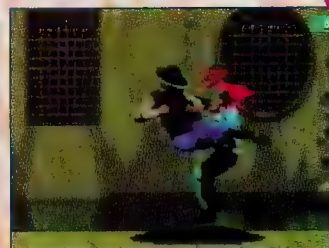
2) Immediately Jump Toward the falling victim and do a midair Kick.



3) While in the air, do a Bullet Kick for a sure-killing kombo!

JUMP IN

Jumping Hat Kicker



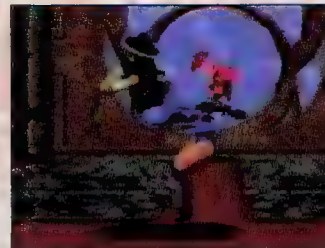
1) Jump in and do a deep Kick as you tap for the Hat Throw.



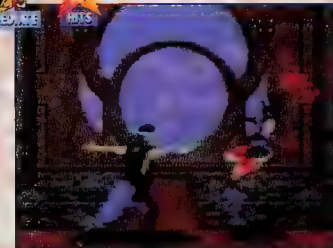
2) As you land, immediately do the Hat Throw to slice and juggle the enemy.

CROSS UP

Neck-Kick Hat Ripper



1) Jump over 'em and cross 'em up with a deep Kick as you tap for the Hat Throw.



2) Immediately do the Hat Throw for two continuous hits.

CORNER

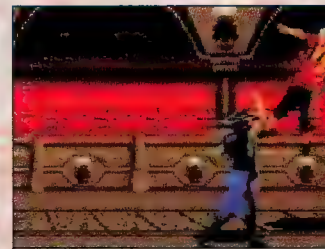
Triple-Hitting Corner Cutter



1) When they're in the corner, jump in with a deep Kick.



2) Do a crouching Low Kick to juggle 'em into the air.



3) Finish with a big Uppercut for a three-hit smacker!



A photograph showing two individuals practicing Tai Chi. One person is in a low, wide stance, while the other is in a more upright position. They are positioned in front of a traditional Chinese architectural structure featuring red lanterns and ornate carvings. The image has a slightly grainy, artistic quality.

Note: The only way for the opponent to stop the second hit of this kombo is to Block low. Although this isn't a true kombo, the enemy will often mess up the Block and your Kick will connect!

AIR

Note: You can use a Kick or a Punch in the first step.





JOHNNY CAGE™

Super NES/Genesis



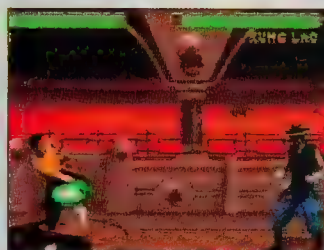
SPECIAL TECHNIQUES



Super NES/Genesis

LOW GREEN FLAME

Cage's original Fireball gets an overhaul. This projectile does moderate damage but is more useful than you might think. Use it to pin the enemy at a distance and hurt them if they drop their guard.



Motion Away, Down, Toward, Low Punch.



HIGH GREEN FLAME

This is a projectile and counter all-in-one. Anytime you suspect the enemy will jump in at mid-range or close distance, use this technique. It will hit a lot of unsuspecting foes out of the air from surprising range!



Motion Toward, Down, Away, High Punch.

SHADOW KICK

Johnny's deadly with the patented Shadow Kick, which is a half-screenlength all-purpose body attack. This is his most combo-ready move and should always be used to follow up a Jump-in Kick or a Field Goal Kick. It can hit enemies who do foolish moves.



Tap Away, Toward, Low Kick.

SHADOW UPPERCUT

This is an extremely hard move to master, but worth the time spent. You should mainly use the Shadow Uppercut if you anticipate an enemy jumping at you or if they're close and try to attack. Be careful because you're vulnerable when you try to do the move and if you miss with it.



Tap Away, Down, Away, High Punch.

LOW BLOW

Look out below! This attack is one of Cage's dirtiest tricks, but it's effective. Pull this one out of nowhere at the opportune moment to shift the momentum of the fight. In no situation can you do a combo after the Low Blow, but if the opponent forgets to block correctly, you can always try for the free hit.

Caution: You cannot do this move against Kitana or Mileena!



SNES or Genesis 6-Button
Push Block and Low Punch together.



Genesis 3-Button
Push Low Kick and High Kick together.



SPECIALTY MOVES

Power Punch



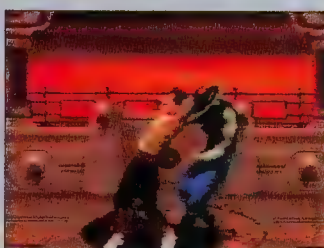
Get close and hit High Punch (hold neutral or Toward).

Field Goal Kick



Get close and hit Low or High Kick (hold neutral or Toward).

Throw



Get close and hit Low Punch (hold neutral or Toward).

FATALITIES



Super NES/Genesis

BABALITY



Tap Away, Away, Away, High Kick.



FRIENDSHIP: AUTOGRAPH A PORTRAIT



Tap Down, Down, Down, Down, High Kick.



FATALITY #1: UPPERCUT DECAPITATION



Distance: Very Close



Tap Toward, Toward, Down, Up.



BONUS TIP: After doing the previous motion, hold Down, Low Punch, Low Kick, and Block to knock off three heads instead of just one!



FATALITY #2: HE'S HALF THE MAN HE USED TO BE



Distance: Very Close



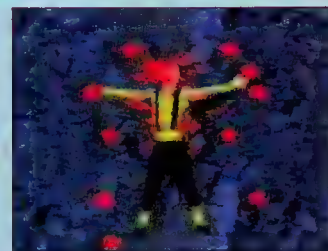
Tap Down, Down, Toward, Toward, Low Punch.



TOMB/PIT FATALITY



Tap Down, Down, Down, High Kick.



DEAD POOL FATALITY



SNES or Genesis 6-Button

Hold Down, Low Punch, and Low Kick. While holding all buttons, hit High Punch.

Genesis 3-Button

Hold Down, Low Kick, and High Kick. While holding all buttons, hit Low Punch.

PRO STRATEGIES



Super NES/Genesis

Overall Strategy

The actor Johnny Cage has a good arsenal of counter-moves to use in close, but his Fireballs are somewhat weak at long range.

- Try to stay close to opponents and block their Fireballs, then Shadow Kick them while they're stuck.
- When Liu Kang or Kung Lao jump at you, do the Low Blow to counter them while they're still in the air.
- Use High Green Flames when the opponent jumps at you.

vs. Mileena II — Sai Patterns

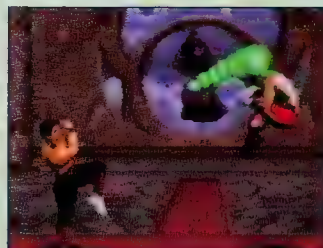


When Mileena tries to use her annoying Air Sai patterns, use the Low Blow to duck under the Sais while slowly advancing closer to her for an attack.



PATTERNS

Fireball Containment Traps



Switch between High and Low Green Flames. This will pin the opponent down and keep them guessing.



Caution: If they guess the timing correctly, they can jump over the Flames and nail you with a Kick.

HEAD-TO-HEAD

vs. Kitana/Mileena — No Low Blow



Remember, you can't hit female characters with a Low Blow. Don't even try it close or you'll be wide open to a counter!



vs. Mileena — Teleport & Kick



If you block Mileena's Teleport Kick, immediately do the Shadow Kick to counter.



vs. Rayden — Teleport

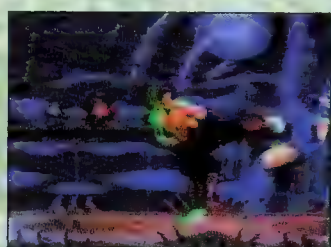


When Rayden Teleports behind you, do the Shadow Kick in the direction where he will appear.

vs. Kitana — Lift Ray

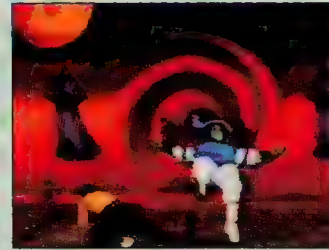
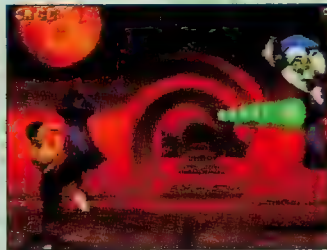


When you block Kitana's Lift Ray in close, follow with a Shadow Kick.



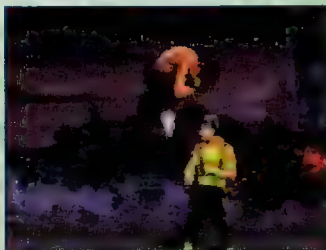
PSYCH OUTS

Low Flame Sucker Sweep



Use the Low Green Flame to sucker the enemy into jumping at you. Then take two steps in or out and Sweep them as they land!

Low Blow Psych

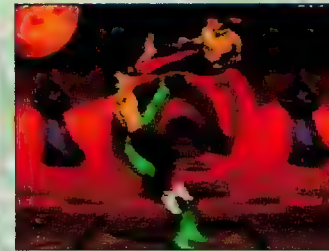
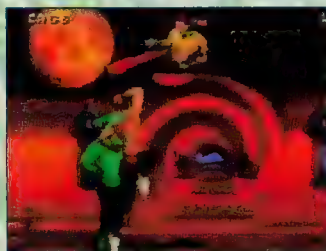


Jump in and land straight into a Low Blow.

Caution: If they block your Low Blow, you are open to a big counter.

COUNTERS

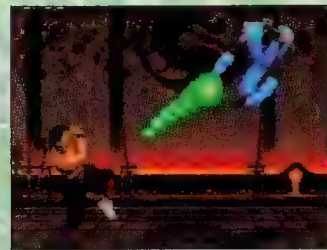
Shadow UpperCounter



When the enemy jumps from 3/4-screen distance, do the Shadow Uppercut to take them out of the air!

Caution: If you do this move too late, you'll be hit by the incoming attack!

High Flaming Counter



Use your High Green Flame to hit the enemy out of the air when they jump at you. This must be relatively early.

CHEAPS

Throw 'Em Around



Throw your opponent whenever possible. This may be cheap, but it is effective and fast!

ENERGY DRAINERS

Double Shadow Kicks



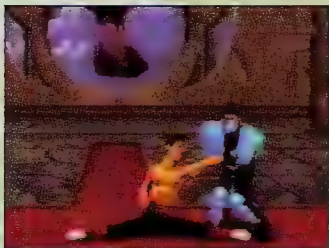
When you hit the enemy with a Shadow Kick, instantly follow with another one. They may not expect this!



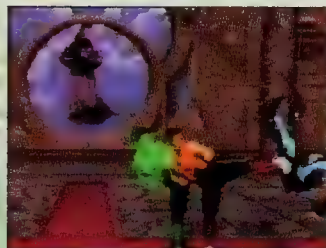
Caution: If they duck under the Shadow Kick, they can catch you with an Uppercut.



Split the Uprights



When you hit the enemy with the Low Blow, try to follow up with an immediate Field Goal Kick. If they don't block, you can go into a devastating kombo!



Caution: If you attempt this and they block the Field Goal, you are vulnerable to a counter Uppercut.

Crossing Kombo Attempts



Jump over the enemy and cross them up with a Kick, then immediately go into a Shadow Kick. They are often vulnerable to this kombo.



Caution: If you're too slow and they duck under the Shadow Kick, they can nail you with an Uppercut.



Jump-in Kombo Attempts



You should also try following a regular jump-in Kick with a Shadow Kick. This can set up a powerful kombo, but you'll be nailed if you're too slow.



Stand-Up Shadow Surprise



When you get knocked down, do the Shadow Kick right away as you get up. This is a good way to catch the enemy off-guard!

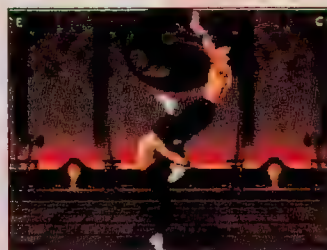


MORTAL
KOMBOS

Super NES

GROUND

Field Goal and Long Kick



1) Get close to the enemy and do a Field Goal Kick to send 'em sky high.



2) Do the Shadow Kick before they land.



DEFENSIVE

Foot Punch and Kick



1) When the enemy jumps in, do a standing High Punch.



2) Beat 'em back with a standing Low Kick.

Counter Punch into Shadow Kick



1) Counter an enemy's attack with a standing High Punch while starting the Shadow Kick taps.



2) Quickly blast 'em with the Shadow Kick.

Foot Punch Flame Counter



1) When they jump in, hit 'em with a standing High Punch as you start the Low Green Flame motion.



2) Set 'em on fire with the Low Green Flame.

Double Punch and Cut



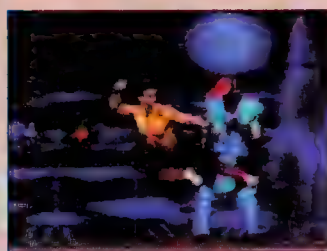
1) When the enemy jumps in, do a High Punch as you start the Shadow Uppercut taps.



2) Quickly do the Shadow Uppercut to hit 'em twice.

JUMP IN

Kick Flamin' Double-Hit



1) Jump in with a deep Kick as you begin the Low Green Flame.



2) Quickly do the Low Green Flame to jack 'em up.

Jump Kick into Shadow Shocker



1) Jump in with a deep Kick while starting Shadow Kick taps.



2) While they're in the air, juggle 'em with the Shadow Kick.

CORNER

Uppercut Their Guts



1) Do a close Field Goal Kick when they're in the corner. Start tapping for the Shadow Uppercut.



2) Go into the Shadow Uppercut before they land. This combo will give 'em a hernia!

Note: Practice the Shadow Uppercut timing to make this one work.

Field Goal Big Upper



1) Get close in the corner, and knock 'em up higher than a kite with a Field Goal Kick.



2) Finish with a very fast Uppercut before they land. This one pounds 'em black and blue!

Note: The timing on the Uppercut must be perfect.

Flyin' Low



1) When they're in the corner, jump in with a deep Kick.



2) Quickly do a Low Blow before they land. You can try to follow the Low Blow with a Field Goal Kick or Uppercut, but they'll be able to block.

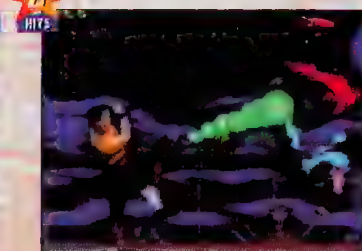


CROSS UP

Crossin' Flamer



1) Cross them up with a deep Kick while beginning the motion for a Low Green Flame.



2) Make 'em sizzle with the Low Green Flame.

Crossing Shadow Kombo



1) Cross up the enemy with a deep Kick while starting Shadow Kick taps.



2) Quickly go into the Shadow Kick for the second hit.

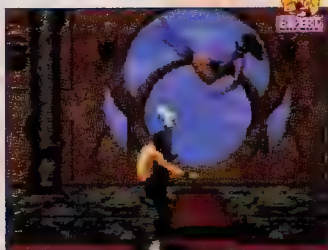
MORTAL KOMBOS



Genesis

GROUND

Go for the Goal



1) When close, do the Field Goal Kick to send 'em over the uprights. Start tapping for a Shadow Kick.



2) While their pigskin is still flying, do the Shadow Kick to make 'em squeal. This works anywhere on the screen!



DEFENSIVE

Punch and Low Kick



1) When they jump in, do a standing High Punch.



2) Immediately follow with a standing Low Kick for two juggle hits.

Fire Starter



1) When they jump in, do a standing High Punch as you start the Low Green Flame motion.

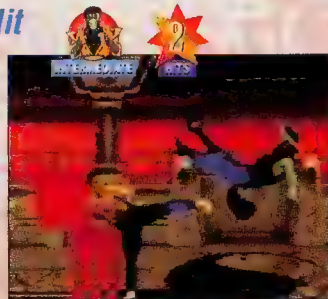


2) Do the Low Green Flame to smack 'em in their head.

Counter Shadow Double Hit



1) Do a standing High Punch to hit the enemy's feet when they jump in. Start the Shadow Kick taps.

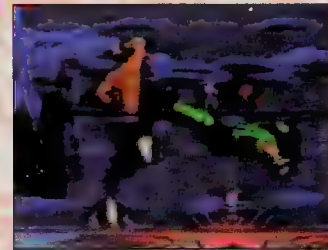


2) Immediately do the Shadow Kick for a double-dose combo.

Punch Cutter



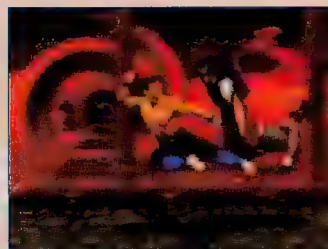
1) When they jump at you, do a standing High Punch as you begin Shadow Uppercut taps.



2) Do a Shadow Uppercut to lift 'em into the air.

JUMP IN

Kick into the Shadows

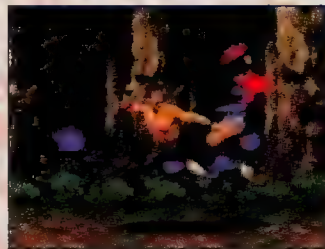


1) Jump in with a deep Kick and begin tapping for the Shadow Kick.



2) While they're airborne, do the Shadow Kick to nail 'em.

The Flame Double-Up



1) Jump in with a deep Kick while starting the Low Green Flame motion.



2) Immediately throw the Low Green Flame to set their shorts on fire.

CORNER

Quick Double Uppercut



1) When they're standing in the corner, jump in with a deep Kick.



2) Quickly do an Uppercut to send 'em flying. That'll juggle 'em big time!



CROSS UP

Neck Kick Flame



1) Cross them up with a deep Kick while starting the Low Green Flame motion.



2) Throw the Low Green Flame to make sparks—and your opponent—fly.

Shadow Crosser



1) Cross up the enemy with a deep Kick while starting Shadow Kick taps.



2) Quickly do the Shadow Kick for a big double-hit combo.





REPTILE™

Super NES / Genesis



TM

FORCEBALL



HIGH PUNCH + **LOW PUNCH**

Note: You can repeat the command to reappear while you're invisible.

HOLD **BLOCK**    **HIGH PUNCH**

ACID SPIT

HOLD [ + **LOW PUNCH** + **LOW KICK** + **BLOCK**]

HOLD  **+** **LOW KICK** **+** **HIGH KICK**

Mortal **51** Kombat II



Super NES/Genesis

BABALITY



Tap Down, Away, Away, Low Kick.



FRIENDSHIP: BUY A REPTILE DOLL!



Tap Away, Away, Down, Low Kick.



FATALITY #1: SKULL SNACK ATTACK



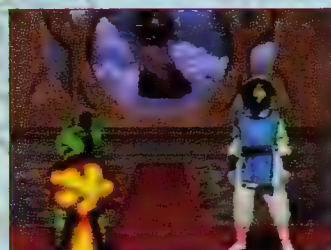
Distance: One Jump Away



Tap Away, Away, Down, Low Punch.



FATALITY #2: INVISIBLE TORSO CUT



1) To turn invisible, Hold Block and [Tap Up, Up, Down, High Punch].



2) Move very close to the victim.



3) Tap Toward, Toward, Down, High Kick to do the Fatality.



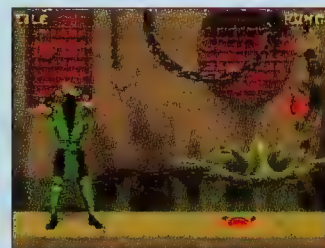
TOMB/PIT FATALITY



Tap, Down, Toward, Toward, Block.



DEAD POOL FATALITY



SNES or Genesis 6-Button

Hold Down, Low Punch, and Low Kick. While holding all buttons, hit High Punch.

Genesis 3-Button

Hold-Down, Low Kick, and High Kick. While holding all buttons, hit Low Punch.



Slide the Projectiles



When the enemy tries to throw a Fireball at you, do an early Slide to go under the projectile and hit 'em cleanly.

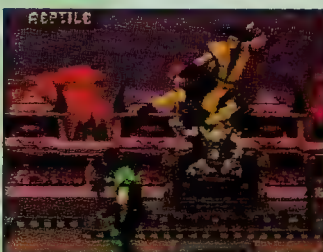


Caution: If you do the Slide too late, you'll be hit before you can get the move off!

The green ninja's crafty moves are not extremely powerful. His focus should be to confuse the enemy and force them to make mistakes.

- **Reptile's main goal against most enemies is to become Invisible. Either throw a Forceball and disappear while the enemy's occupied, or do a Roundhouse Kick and disappear while the enemy's on the ground.**
- **Once you're invisible, try to keep track of where you are and attack the opponent with Sweeps and Slides when they least expect it.**

Roundhouse the Jumpers



When the opponent jumps at you with an attack, do the Roundhouse Kick to crush them out of the air!

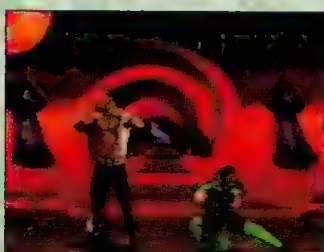


ESCAPE TACTICS

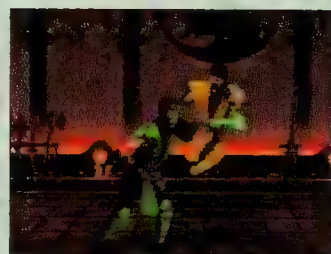
Slide Underneath



Use your Slide to escape from enemies when they jump in with a Kick.



Acid the Air Attacks



From a distance, try to use the Acid Spit to knock jumping enemies out of the sky.

CHEAPS

Green Light Special Throw

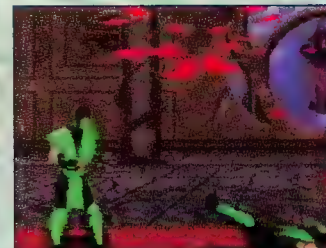
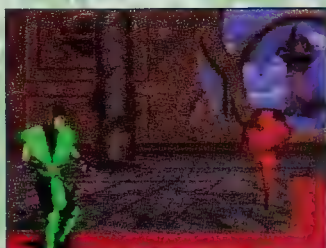


Do the Forceball from a distance. Then quickly jump in, walk in to cover the rest of the distance, and Throw the enemy while they block. This is K-Mart cheap!



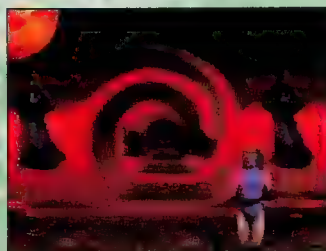
Super NES/Genesis

vs. Reptile — Invisible



If you are playing against Reptile and he's invisible, use your ears! If you hear him jumping, you can High Kick him out of the air. Also listen for the Slide.

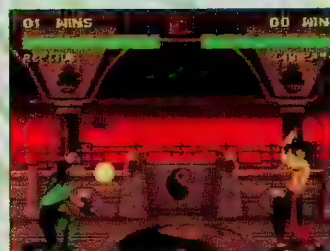
vs. Mileena — Teleport Kick



When you're Invisible and fighting against Mileena, she may try to do the Teleport Kick to hit you and make you reappear. If she does this, Slide underneath her Teleport—she will miss and be confused!

ENERGY DRAINERS

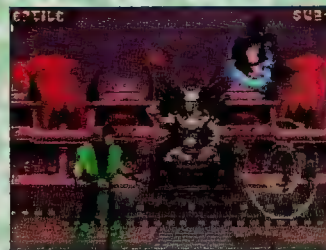
Forceball Slide Pressure



Shoot the Forceball, then follow with the Slide. If the player tries to hit you, they will be socked by the Forceball, setting them up for an Uppercut on the other side!

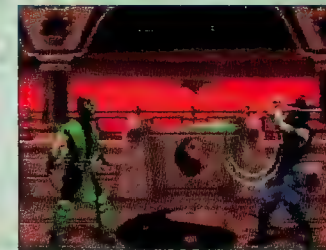
PATTERNS

Forceball Air Annoyance



Shoot the Forceball from the other side of the screen, then when the enemy jumps over the Forceball, meet them in the air with a Jump Kick. This is obnoxious!

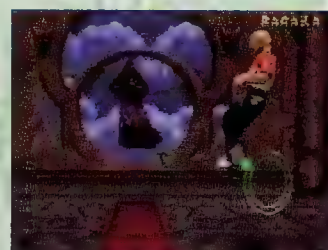
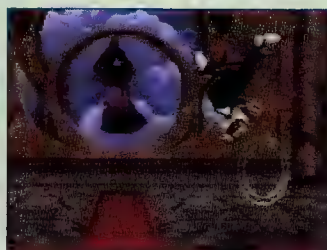
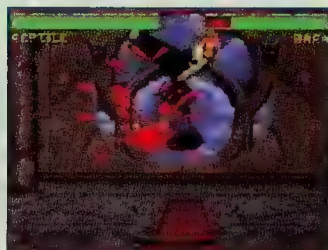
Pure Projectile Pressure



From across the screen, throw the Forceball and then immediately follow with the Acid Spit. This will contain the enemy and stop them from jumping.

INVISIBLE TACTICS

Go Invisible Often



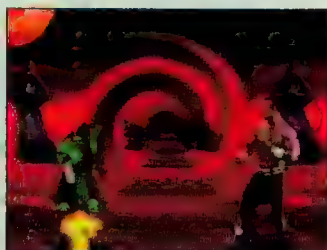
Use the Invisibility as often as possible. This is a good way to elude the enemy's attacks.

Timing for Invisible



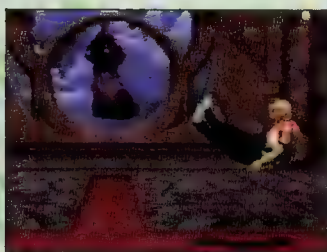
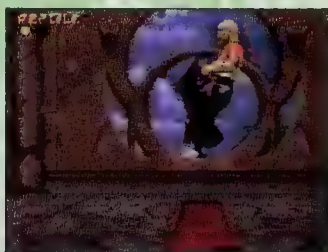
A good time to turn Invisible is when you hit the enemy with a Jump Kick. Never turn Invisible when close to a standing enemy because they will be able to knock you out of the attempt!

Invisible Location



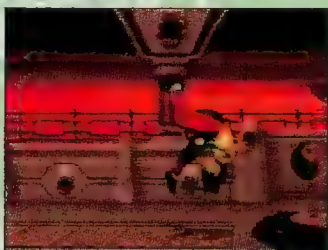
While Invisible, use your Acid Spit to locate yourself if you get lost. Be careful though, because this will also show the enemy where you are!

Invisible Counters



When you're Invisible, use your Uppercuts, Jump Kicks, and Slides. These are your most effective weapons to counter and annoy the enemy!

Invisible Cheap Throws



Try to walk in and Throw the enemy while you're invisible. This will make them want to drive their car off a bridge!



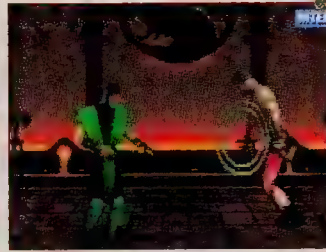
Caution: If the enemy hits you while you try this, you'll reappear.



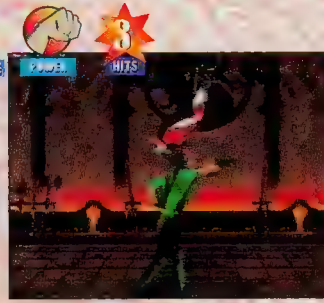
Super NES

GROUND

Great Balls of Acid



1) Pull your enemy in with a Forceball.

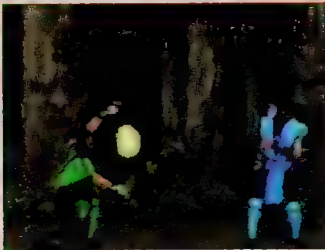


2) Do a standing High Punch as you tap for the Acid Spit.



3) Sizzle their skin with the Acid Spit!

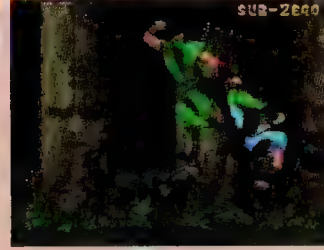
Superforce Slide Show



1) Pull your opponent in with a Forceball.



2) Do a standing High Punch juggle.



3) Catch 'em in the air by jumping
Toward 'em with a Kick.



4) Finish with a Slide, which they'll land on as they fall. Reptile so crazy!

Force the Cut



1) Catch the opponent on the ground with a Forceball.



2) As they fly at you, Uppercut 'em.

AIR

Air Slide Kombo



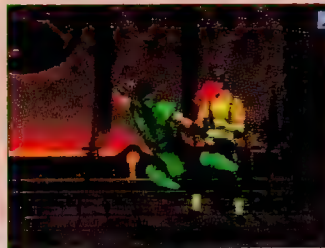
1) Jump and Kick 'em in midair as you prepare to Slide.



2) As you land, go into a Slide for a two-hit juggle.

JUMP IN

Kick 'n' Spit Spackle



1) Jump in and do a deep Kick as you start the Acid Spit taps.



2) When you land, do the Acid Spit. Nasty!

Slide Kick Kombo

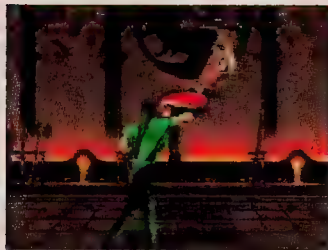


1) Jump in with a deep Kick as you prepare to Slide.

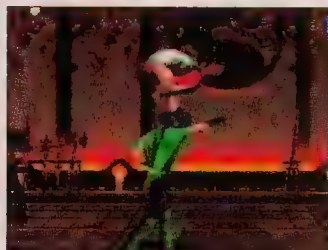


2) Quickly do the Slide. They'll land on your leg and feel some serious pain.

Reptile Reptile Reptile Reptile Reptile



2) Follow with a standing High Kick.



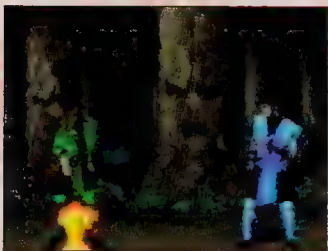
2) While they're airborne, send 'em flying with a Roundhouse High Kick.



2) Melt their bones with the Acid Spit!



Invisible Defensive Surprise



3) Land and Slide at 'em before they hit the ground.

Note: Doing a kombo while invisible takes extra skill and precise distance, but it is possible! Practice your kombos, and then try them while invisible.

Acid Kombo in Reverse



Crossing Slide Double Hit



2) Send 'em on a trip with a Slide.

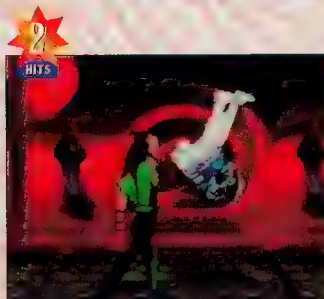
Genesis

GROUND

Forceful Uppercut



1) Pull the enemy in with a Forceball.



2) As they fly at you, get close and do an Uppercut.



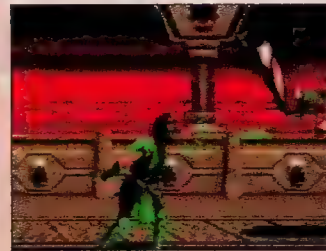
Force Double-Punch Acid



1) Bring the enemy to you with a Forceball.



2) Follow with two standing High Punch juggles as you tap for the Acid Spit.



3) Burn those bones with the Acid Spit!

Forceball Four-Hit



1) Bring the enemy in with a Forceball.



2) As they fly in, juggle 'em with a standing High Punch.



3) Quickly Jump Toward 'em and do a midair Kick.



4) When you land, go into the Slide to juggle 'em for a fourth finishing move!

JUMP IN

Twin Slide Hits



1) Jump in with a deep Kick while preparing to Slide.



2) Quickly Slide to juggle 'em on your big toe!

Double Acid Overdose

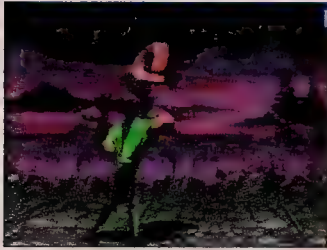


1) Jump in and do a deep Kick while tapping for an Acid Spit.



2) When you land, fry their mind with the Acid Spit.

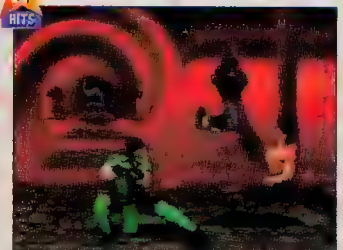
Reptile Reptile Reptile Reptile Reptile



2) Shoot 'em up with the Acid Spit.



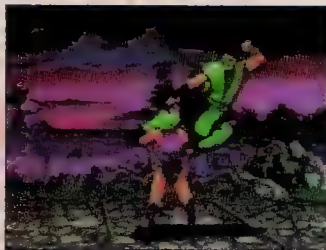
2) Follow with a quick standing Low Kick. There's the old one-two!



2) As you land, Slide for a two-hit juggle.



2) Go into the Slide for an amazing two-hit attack.



2) When you land, throw the Acid Spit. Do this fast and they'll never hit the ground!





SUB-ZERO™

Super NES/Genesis



SPECIAL TECHNIQUES



Super NES/Genesis

GROUND ICE

The ice man's new move is an ice puddle he shoots at the ground. Anyone who steps in it will slip momentarily, enabling you to kombo or Uppercut. Be careful, because if the enemy interrupts you at all as you're doing the Ground Ice, it won't work!



Motion Down, Away, Low Kick.

Caution: If the enemy is in the corner, you are not allowed to do the Ground Ice move! Don't even try it!

FREEZE

Nothing says "Mortal Kombat!" like this move. Sub-Zero's Freeze is a projectile that stops the enemy dead cold in their tracks, enabling you to do an Uppercut or a kombo. It's always to your benefit to trade projectiles with the Freeze—even if they hit you, you'll do more damage with the follow-up move.



Motion Down, Toward, Low Punch.



SLIDE

Long-distance low attack is what the Slide is all about. If the enemy is in a high position or trying to do moves that leave them vulnerable, now is the time to Slide. If the enemy blocks your Slide, they always get a free hit.



SNES

Hold [Away, Low Punch, Low Kick, and Block].

HOLD [ +  +  + ]

Genesis

Hold [Away, Low Kick, and High Kick].

HOLD [ +  + ]

WARNING



Caution: Don't Freeze the enemy while they're already frozen or you'll be the victim of a Double Ice Backfire!!

SPECIALTY MOVES

Backhand



Get close and hit High Punch (hold neutral or Toward).

Knee



Get close and hit Low or High Kick (hold neutral or Toward).

Throw



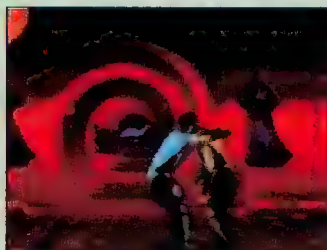
Get close and hit Low Punch (hold neutral or Toward).

62

Overall Strategy

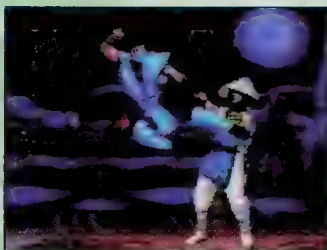
- ***Always be sure of the Ground Ice. If they're aware you're doing this move, they can easily hit you out of it at close range.***

Ground Freeze and Throw



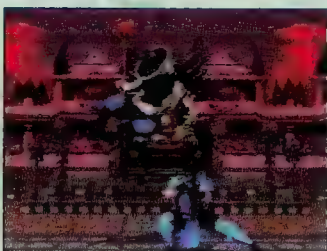
When the enemy's slipping on the Ground Ice, hit them with a standing Punch and then immediately Throw them. This will catch them off-guard and buy you extra space.

Jump Kick Ice Follow-Up



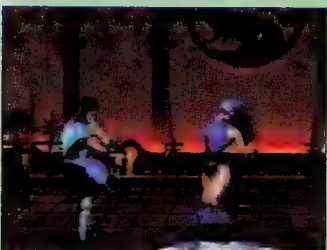
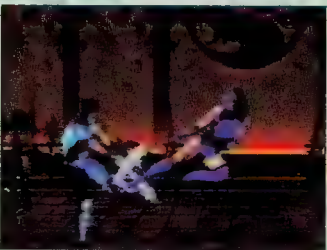
After every jump Kick, lay an immediate Ground Ice. This will catch them almost every time and make them slip and slide into an Uppercut—even if they Block! The only way out for them is to jump.

Slide Under Jumps



Use the Slide to go underneath the enemy's jump kicks.

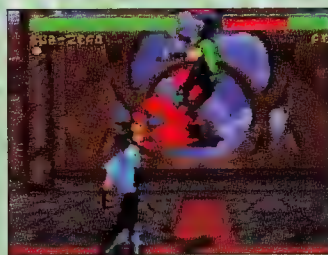
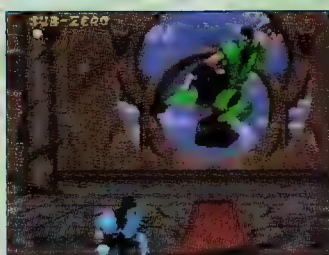
Slip Up the Jumpers



When an enemy jumps in at you from a distance, try to do the Ground Ice. This will catch them as they come in and give you a free shot. This is very annoying, especially if done repeatedly!



Air Freeze Counter



Roundhouse Counter



Freeze Any Projectiles

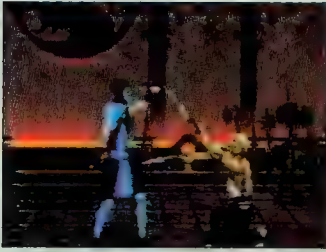


ENERGY DRAINERS



HEAD-TO-HEAD

vs. Baraka — Shredder



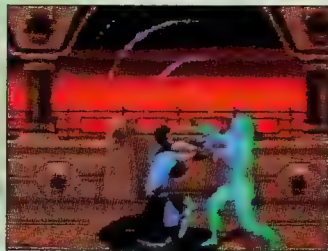
When fighting Baraka, Block his Shredder and then Freeze him. This will set him up for a big kombo or an Uppercut!

vs. Liu Kang — Flying Kick



If Liu Kang does his Flying Kick, Block it and then do the Ground Ice. This sets you up for the Uppercut or kombo of your choice.

vs. Kitana — Lift Ray

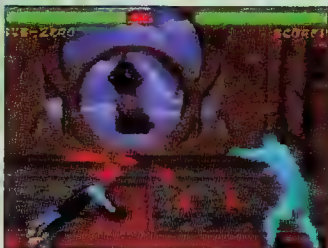


When fighting Kitana, Block her Lift Ray and then do the Freeze. If you do it right, she'll be chilled out and ready for an Uppercut or kombo.



CAUTION: If you block the Lift correctly, you'll hear a popping sound. If you don't hear this sound, you didn't block close enough and you're in danger of being lifted if you get closer!

vs. Scorpion — Spear Trade



When fighting Scorp, throw your Freeze when he tries to do his Spear. If your Freeze connects, the Spear's connection will break, giving you a free hit opportunity.



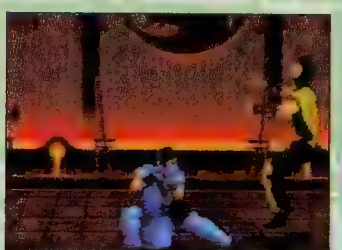
CAUTION: If this isn't done fast enough, you will not Freeze him because his Spear will hit before your Freeze comes out.

vs. Rayden — Superman



If Rayden does his Superman at fairly close range, Block it and then instantly throw your Freeze. This will catch Rayden before he lands—hurt that Thunder God with an Uppercut!

vs. Scorpion II — Spear Block



Here's another good trick against the undead ninja: If Scorp throws his Spear, Block it and then quickly go into the Slide for a free hit.

Super NES

Freeze and Uppercut



1) Stop the enemy cold with a Freeze.



2) Walk up and Uppercut them. This is Sub-Zero's most basic two-hitter!



Double Freeze Crusher



1) When they're on the ground, catch 'em with a Freeze.



2) Jump in with a deep Kick to knock 'em out of the Freeze.



3) When you land, start 'em staggering with a Ground Ice.



4) As they're slipping, Uppercut 'em.

Note: The enemy can escape only by jumping away from the Ground Ice—if they Block, they'll slip.

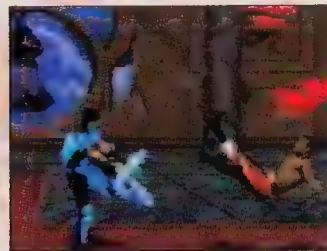
Double-Freeze Cross Combo



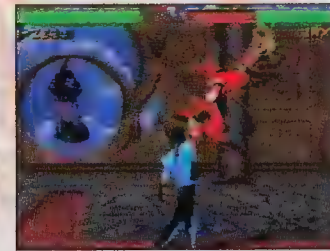
1) Put the enemy on ice with a Freeze.



2) Cross 'em up with a deep Kick as you start the Ground Ice motion.



3) When you land, make 'em stagger with the Ground Ice.

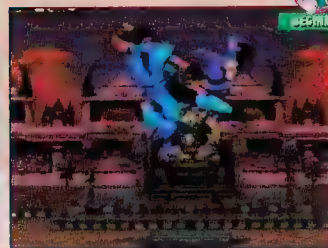


4) Jack 'em up with an Uppercut.

Note: They can jump out of the Ground Ice, but it's much tougher because you crossed 'em up.

AIR

Air Slide Kombo



1) Jump and Kick 'em in midair.



2) As you land, go into the Slide for a two-hit juggle.



Punching Freeze Jax Juggle



1) When Jax jumps in, knock him back with a standing High Punch as you start the Freeze motion.



2) While he's in the air, ice him with a Freeze.



3) Get Jax down with a Sweep. This is the only thing you can do—his body's too low to do an Uppercut.

Note: This combo only works on Jax, Jax, Jax, or Jax.

Freeze 'Em on the Floor



1) When the enemy jumps in, juggle 'em with a standing High Punch.



2) As they land, stagger 'em with a Ground Ice.



3) Finish with a big Uppercut.

Freezing Ice Cutter



1) When the enemy's jumping, Freeze 'em in the air.



2) Get close and do a standing High Punch juggle while starting the Ground Ice motion.



3) Do the Ground Ice to make them slip as they land.



4) Finish with an Uppercut. This is amazing, difficult, stylish—and it works on anyone!

Floor-Freezing Slider



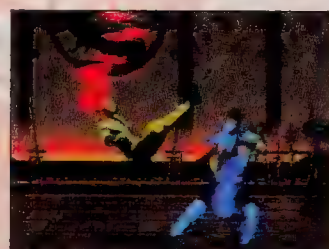
1) When the enemy jumps in, nail 'em with a standing High Punch.



2) Quickly go into a Ground Ice to make them slip.



3) Cross 'em up with a deep Kick while they're slipping.



4) Slide before they land. This one's so complicated it's almost not worth the effort!





2) Land and immediately send 'em slipping with the Ground Ice.



3) Finish 'em with an Uppercut. That's a three-hit soul-chilling kombo!

Note: The enemy can jump out of the Ground Ice, but their timing must be perfect!



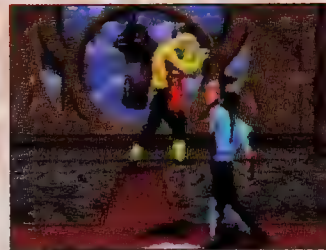
2) When you land, Slide to catch 'em before they hit the ground.



CROSS UP



2) Land and quickly make 'em slip with the Ground Ice .



3) Finish 'em with an Uppercut for three big hits!

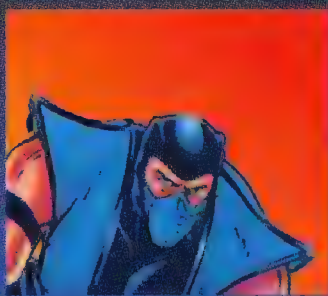
Note: The enemy can jump out of this one, but their timing must be perfect!



2) Slide to nail them before they land.



Genesis



JUMP IN

The Floor Triple Hit



1) Jump in with a deep Kick as you start the Ground Ice motion.



2) Land and quickly cut loose with the Ground Ice to make 'em slip.



3) Knock 'em out with a big Uppercut at the end. Three monster hits!

Note: The enemy can jump out of this one, but their timing must be perfect.

CROSS-UP

Double-Hit Slide Cross



1) Cross 'em up with a deep Kick as you start the Slide motion.



2) Before they land, crush 'em with a quick Slide.

Triple-Hit Neck-Kick Freeze



1) Cross up the opponent with a deep Kick while beginning the Ground Ice motion.



2) As you land, make 'em slip with the Ground Ice.



3) Finish with a big Uppercut.

Note: The enemy can jump out of this one, but their timing must be perfect!

Crossing Jax Freeze Juggle



1) Cross up Jax with a deep Kick as you start the Freeze motion.



2) Do the Freeze to ice Jax before he hits the ground.



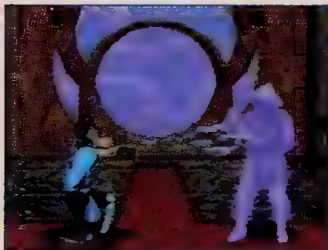
3) Now walk up and Uppercut his body, even though he'll be low.

Note: This kombo only works against cinnamon Toasty apple Jax!



GROUND

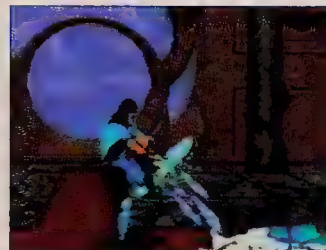
Two-Freeze Master Blaster



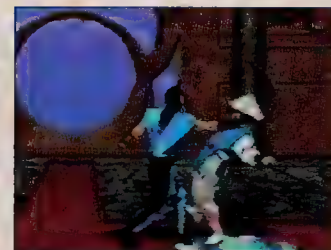
1) While the enemy's grounded, get 'em in a Freeze.



2) Jump in with a deep Kick to send 'em down, and get yourself ready for a Ground Ice.



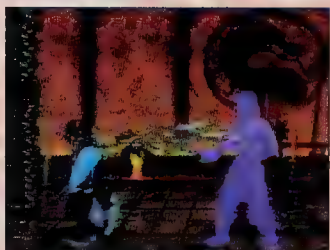
3) As you land, do the Ground Ice to make them slip.



4) While they're slipping, do the UpperCut.

Note: The opponent can escape only by jumping away from the Ground Ice—if they Block, they'll slip up.

Double Freeze in Reverse



1) Chill 'em out with a Freeze.



2) Cross up the enemy with a deep Kick as you start the Ground Ice motion.



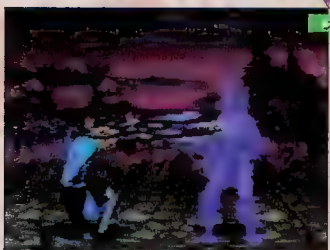
3) When you land, make 'em stagger with the Ground Ice as they get up.



4) Put their blood on the pavement with an UpperCut.

Note: The opponent can jump out of the Ground Ice, but it's much tougher because you crossed 'em up.

Freeze Stopping Cut



1) Put the enemy on ice with the regular Freeze.



2) Get close and UpperCut 'em to shatter their spirit. Classic!

CORNER

Two-Hit Corner Kick

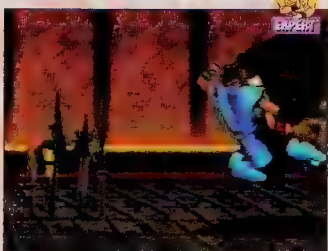


1) When they're in the corner, Jump in with a deep Kick.

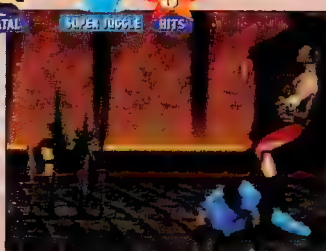


2) Knock 'em in the air with a quick standing Low Kick.

Triple UpperCut



1) When they're cornered, Jump in with a deep Kick.



2) Bounce 'em high with a crouching Low Kick.



3) Put out their lights with a jugglin' UpperCut.



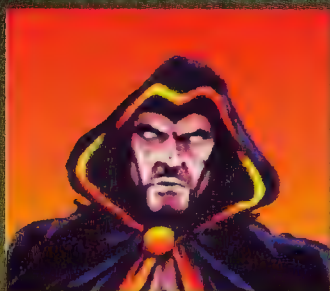
SHANG TSUNG™

Super NES / Genesis



TM

SPECIAL TECHNIQUES

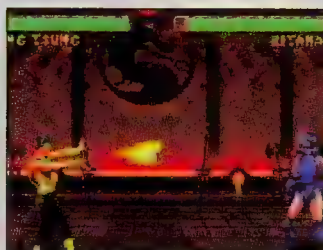


Super NES/Genesis

SINGLE FLAMING SKULL

As projectiles go, this is Shang Tsung's most basic and best move to use in a pinch. Since it's the easiest one to do, use the Single Skull for all jump-in and cross-up combos.

Tap Away, Away, High Punch.



DOUBLE FLAMING SKULL

Add more heat when you throw two Fireballs at the enemy. There's little reason to do this one instead of the Triple unless you mess up.

Tap Away, Away, Toward, High Punch.



TRIPLE FLAMING SKULL

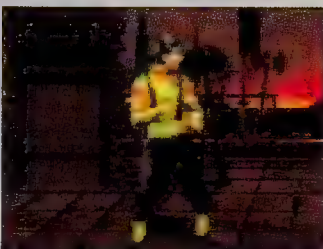
The ultimate big banger—Shang Tsung's Triple Skull projectile. Toss this one at the enemy to keep them pinned at a distance and make it extremely hard for them to jump in correctly. If they mess up at all, they'll be automatically juggled for a three-hit crazy combo!

Tap Away, Away, Toward, Toward, High Punch.



TRANSFORM

Shang Tsung can transform into any of the other 11 characters. While transformed, he gains all their abilities including techniques, combos, and even Fatalities. Using this method, Shang Tsung can do any Finishing Move in the game! The best time to transform is when the enemy is far away because they can hit you out of the move.



Here's what Shang Tsung looks like when he's transforming—cool! Transformations last approximately 10 seconds of real time.



SUB-ZERO
Tap Toward,
Down, Toward,
High Punch.



SCORPION
Hold Block,
[Tap Up, Up].



RAYDEN
Tap Down,
Away, Toward,
Low Kick.



JAX
Tap Down,
Toward, Away,
High Kick.



KITANA
Tap Block,
Block, Block.



KUNG LAO
Tap Away,
Down, Away,
High Kick.



REPTILE
Hold Block,
[Tap Up,
Down], Release
Block, Tap
High Punch.



BARAKA
Tap Down,
Down, Low
Kick.



MILEENA
**SNES or
Genesis 6-
Button**
Hold High
Punch two
seconds, then
release.
**Genesis 3-
Button**
Hold Low Kick
two seconds,
then release.



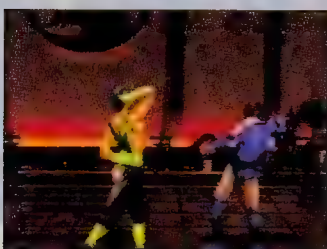
LIU KANG
Tap Away,
Toward,
Toward, Block.



JOHNNY CAGE
Tap Away,
Away, Down,
Low Punch.

SPECIALTY MOVES

Elbow



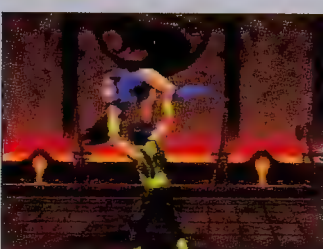
Get close and hit High Punch (hold neutral or Toward).

Knee



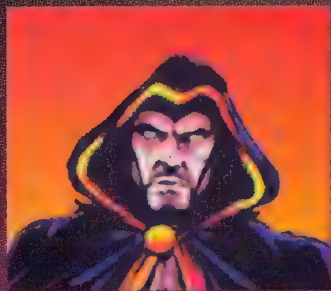
Get close and hit Low or High Kick (hold neutral or Toward).

Throw



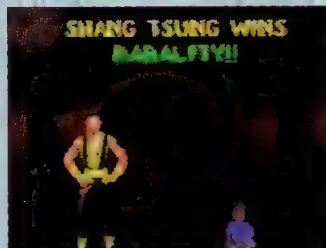
Get close and hit Low Punch (hold neutral or Toward).

FATALITIES



Super NES/Genesis

BABALITY



Tap Away, Toward, Down, High Kick.



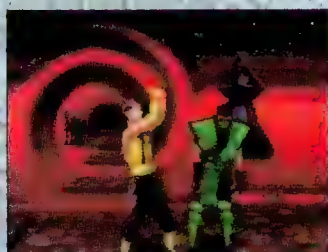
FRIENDSHIP: SOMEWHERE OVER THE RAINBOW



Tap Away, Away, Down, Toward, High Kick.



FATALITY #1: STEAL THEIR SOUL



Distance: Very Close



While Holding Block, [Tap Up, Down, Up, Low Kick].

FATALITY #2: POSSESSION



Distance: Just Inside Sweep Range



Hold Low Kick two seconds, release.



FATALITY #3: KINTARO TRANSFORMATION



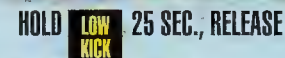
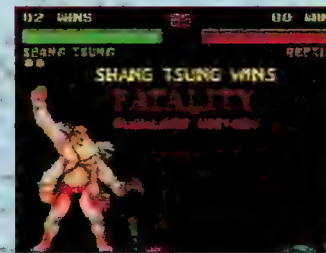
Distance: Just Inside Sweep Range



SNES or Genesis 6-Button
Hold Low Punch 25 seconds, then release.



Genesis 3-Button
Hold Low Kick 25 seconds, then release.



TOMB/PIT FATALITY



While Holding Block, [Tap Down, Down, Up, Down]. (SNES: works only on Pit) (Genesis: works on Tomb or Pit)



DEAD POOL FATALITY



SNES or Genesis 6-Button
Hold Down, Low Punch, and Low Kick. While holding all buttons, hit High Punch.

Genesis 3-Button
Hold Down, Low Kick, and High Kick. While holding all buttons, hit Low Punch.

PRO STRATEGIES



Super NES/Genesis

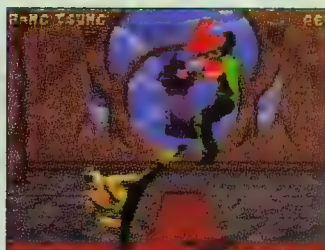
Overall Strategy

Shang Tsung is specially made to handle almost any situation because he can literally do any move in the game! The only problem is that the transformation process takes too long, leaving you vulnerable to a hit.

- *The best way to win with Tsung is to keep a constant wall of Flaming Skulls coming out so the enemy can't get close.*
- *Utilize your fast Sweep to take the enemy down whenever they jump over a Skull.*
- *Use the fast Jumping Kicks to surprise unsuspecting opponents.*

COUNTERS

Cheap High Kick Counter

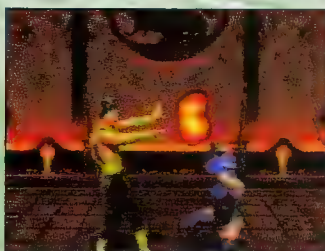
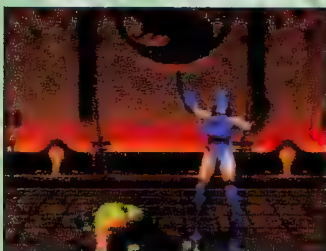


Do your High Kick to easily kick the enemy out of the air when they jump in with an attack. This is one of the most ridiculous moves in the game!



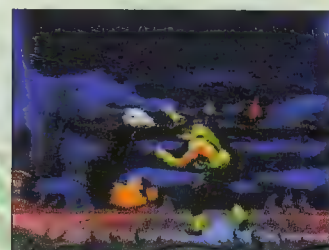
CHEAPS

Sweep into Skullage



After you Sweep the enemy, quickly throw as many as three Flaming Skulls as they get up. This will take off life even if they block low!

Sweep and Throw



After you Sweep the enemy, try to walk in and Throw them quickly. This is annoying!

ENERGY DRAINERS

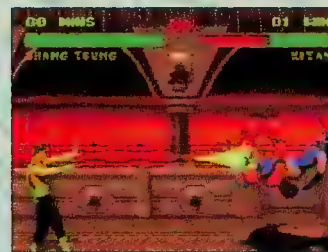
Corner Elbow Bashing



When enemies are in the corner, get close and use the Elbow to knock their energy down big-time.

Caution: If they block the Elbow, you'll be left open to a counter-attack.

Triple Fireball Trap



When the enemy jumps at you, throw as many as three Flaming Skulls. This will bounce them for a big kombo, and they'll feel trapped by this annoying tactic!

Sweep 'Em from Afar



When the enemy jumps at you, take two or three steps back and Sweep them as they land. Mix in some Flaming Skulls, and you've got the annoying pattern of the decade!

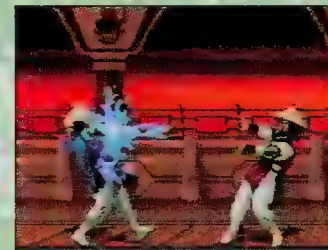
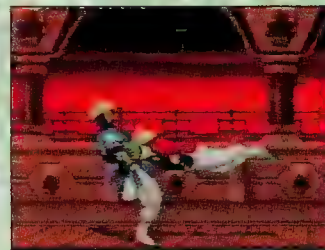
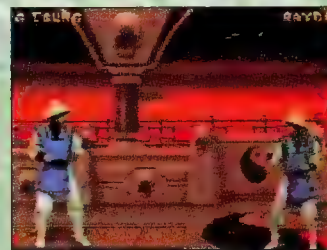
TRANSFORMATION TACTICS

Counter-Character Morphs



When fighting against opponents who have the upper hand, always try to Transform into the counter-character. For example, if you're playing against Jax, morph into Mileena.

Same-Character Morph



You can seriously confuse the enemy by transforming into their twin. You can do their moves back on them and turn the tide of the fight!

Kick into Multi Skulls



After you hit the enemy with a Jump Kick, throw several Flaming Skulls. You probably won't do a kombo, but they'll be forced to block and stay down on the ground.

HEAD-TO-HEAD

vs. Baraka



When Baraka does the Shredder, Sweep him from maximum range. You won't be touched by the blades!

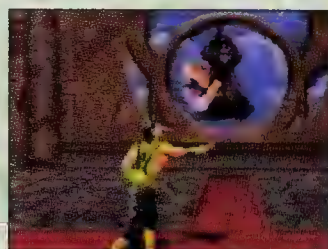
Caution: Don't get too close to the Shredder or you'll be chopped.

vs. Rayden



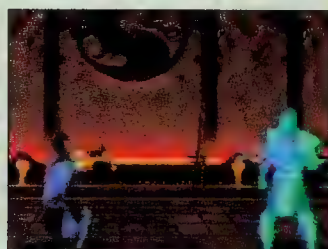
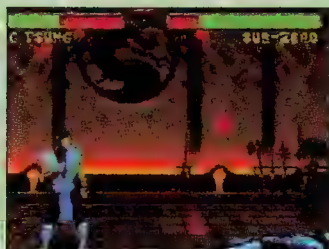
When Rayden does his Teleport, throw your Flaming Skulls to catch him as he reappears!

vs. Mileena



Block Mileena's Ground Roll and follow with an instant Uppercut.

vs. Sub-Zero



When fighting Sub-Zero, the best thing to do is to transform into Sub-Zero yourself. Now you can fight cheap with cheap!

vs. Reptile/Sub-Zero



When Reptile or Sub-Zero does the Slide, you can Block it and then immediately Uppercut them while they're stuck.

vs. Scorpion



Try to match Scorp's Spear with your Flaming Skull. Your projectile will hit Scorpion, breaking his Spear's connection, and you'll do the most damage.

MORTAL KOMBOS



Super NES

DEFENSIVE

Triple Punch Keep-Out



When the enemy jumps in, knock 'em back with three rapid standing High Punches for three continuous hits.

Punch, Low Kickback



1) When they jump in, do a standing High Punch.

2) Follow with an immediate standing Low Kick.

Punch and Fire



1) When the enemy jumps in, knock 'em back with a standing High Punch while starting the Single Flaming Skull taps.

2) Jack 'em with the Single Flaming Skull for two hits.

Note: You may be able to pull more than one Flaming Skull, but it's extremely difficult!

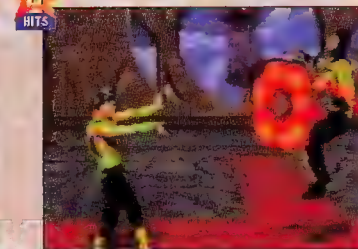
Triple Flaming Far-Range Juggle



When the enemy jumps from any distance, hit 'em with a Triple Flaming Skull. If the first Flaming Skull connects, the next two will automatically juggle 'em for three crushing hits!

JUMP IN

Kick and Flame



1) Jump in with an extremely deep Kick as you tap for a Single Flaming Skull.

2) As you land, do the Single Flaming Skull.

Note: This kombo is incredibly difficult. If you can pull off more than one Skull, you're nuts!

CROSS UP

Crossing Skullage

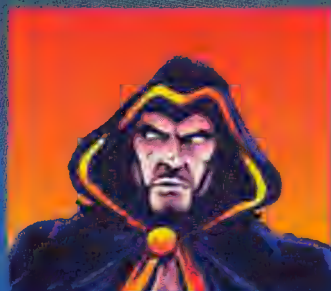


1) Cross 'em up with a deep Kick as you start the taps for a Single Flaming Skull.

2) Juggle 'em with the Single Flaming Skull for two hits.

Note: You may be able to do more than one Skull, and then again Mortal Kombat III might be released sometime this year!

MORTAL KOMBOS



GENESIS

DEFENSIVE

Dukes-of-Skull Hazard Kombo



When the enemy jumps in the air, do the Triple Flaming Skull. If the first Skull hits, all three automatically juggle for three hits!
Note: This is the Roscoe P. Coltrain special.

Juggle Double Hit

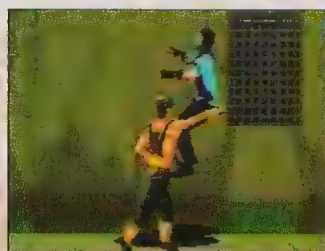


1) When the enemy jumps in, do a standing High Punch to their feet.



2) Jump Toward 'em and do a midair Kick.

Fire-Punch Keep-Out



1) When the enemy jumps in, do a standing High Punch as you start the Single Flaming Skull taps.



2) Waste 'em with the Single Flaming Skull for two hits.

Note: You may be able to pull more than one Flaming Skull, but it's extremely difficult.

JUMP IN

Kicking Single Skull



1) Jump in with a deep Kick while tapping for a Single Flaming Skull.



2) When you land, execute the Single Flaming Skull for a tough juggle.

Note: This is difficult even for experts! It's possible to do more than one Flaming Skull, but it's very hard.

CROSS UP

Skull and Cross Bones



1) Cross 'em up with a deep Kick while tapping for a Single Flaming Skull.

CORNER

Corner Kick Blaster



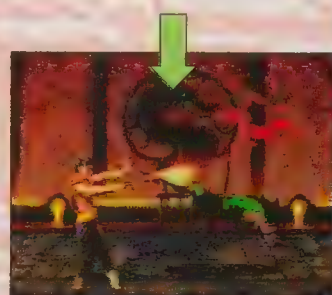
1) When they're in the corner, jump in with a deep Kick.



2) Juggle 'em in the air with a crouching Low Kick.



3) Blast 'em with an Uppercut for three big hits!



2) Go into the Single Flaming Skull for a two-hit juggle.

Note: Your bones will be glowing when they fly across the screen. If they block, Throw them!



KITANA™

Super NES / Genesis



TM

SPECIAL TECHNIQUES

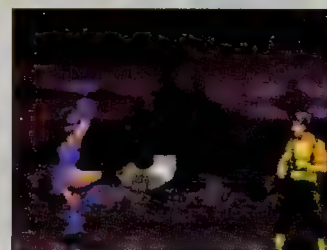


Super NES/Genesis

FAN THROW

Kitana's Fan Throw is the most powerful projectile in the game! When the enemy throws their projectile, use this move to trade hits to your advantage. Also try to hit foes who jump in with the Fan because it will take off big energy. Just be careful against enemies like Liu Kang or Mileena—they can find easy ways around this move.

Tap Toward, Toward, High Punch + Low Punch together.



AIR FAN THROW

All Kitana's massive combos involve using this technique. Always be tapping Toward when you jump so you can go into the Fan Throw if one of your jumping kicks connects. Do this move often to gain air dominance in most fights.

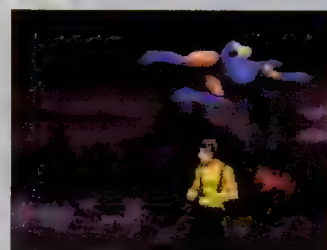
JUMP THEN   **HIGH PUNCH** + **LOW PUNCH**



Jump, then Tap Toward, Toward, High Punch + Low Punch together.

SQUARE WAVE FLIGHT

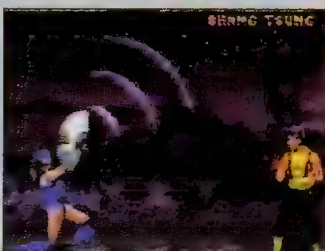
This move nicely rounds out Kitana's arsenal. When the enemy jumps, just do the Square Wave for a near-guaranteed air hit. Try to throw in a few Square Waves to surprise, confuse, or even cross up the enemy. Watch out, you're vulnerable on the way down from this move.



Motion Toward, Down, Away, High Punch.

LIFT RAY

What could be better—a counter move that sets up huge combos! Try Blocking and tapping Back often so if an enemy jumps in, you can release Block and hit High Punch to go into the Ray. Also do the Lift Ray on silly enemies who do close standing moves. Always follow a Lift with at least the Jump Kick/Air Fan Throw combo.



Tap Away, Away, Away, High Punch.

Caution: If the enemy blocks the Lift Ray, they can walk in and Uppercut you before you recover.



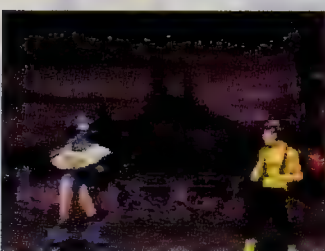
SPECIALTY MOVES

Elbow



Get close and hit High Punch (hold neutral or Toward).

Fan Swipe



Hold Away and hit High Punch.

Knee



Get close and hit Low or High Kick (hold neutral or Toward).

Throw



Get close and hit Low Punch (hold neutral or Toward).



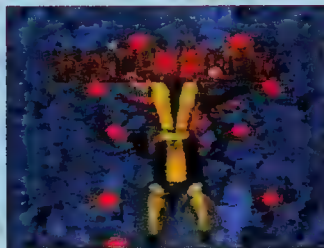
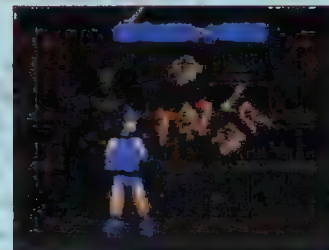
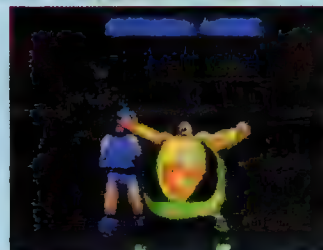
KITTANA WINS DUALITY

BLOCK     **LOW KICK**

BLOCK BLOCK BLOCK HIGH KICK



HOLD **LOW KICK** [   ] **RELEASE** **LOW KICK**



Genesis 3-Button
Hold Down, Low Kick, and High Kick. While holding all buttons, hit Low Punch.

PRO STRATEGIES



Super NES/Genesis

Overall Strategy

Kitana is not equipped with all the best Special Techniques to counter enemies, but her Fan Lift and giant power kombos make up for it. She is one of the most fun characters to use—go for maximum hits in the corner!

- *Kitana should always try to take advantage of the opponent's mistakes.*
- *When you see a Fireball, always try to jump in for a two-hit Fan kombo.*
- *When you anticipate an opponent will jump backward, do the Square Wave Flight to catch 'em in the air.*

ESCAPE TACTICS

Square Kombo or Escape



When you Jump in and connect with a Kick, immediately do the Square Wave Flight.

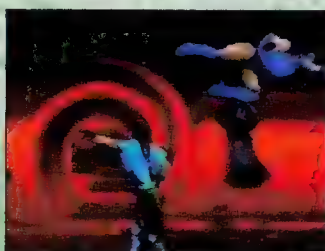


Either you'll score a two-hit kombo...



...or you'll miss and fly away to safety!

Square Wave Getaway



When you are in close quarters, use the Square Wave Flight to escape.

PATTERNS

Air Fan Containment



Try to throw your Air Fans low in midair so they're aimed at the enemy's head. This will pressure them and keep them on the ground.

ENERGY DRAINERS

Kick into Fans



Follow your jump Kicks with Air Fan Throws. This will take energy if they block and mess 'em up if they flinch!

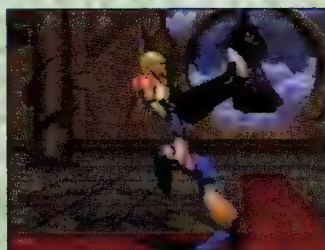
CAUTION: Be careful. If they block your Jump Kick from a crouching position, they can then Uppercut you while you try to throw the Fan.



The Best Sweeps



At close range, use Kitana's Sweeps as often as possible. Kitana has the fastest sweeps in the game! She will win any trip war.



Caution: If you're not close enough, they can Uppercut you after the Sweep.

Fan Swipe Trap



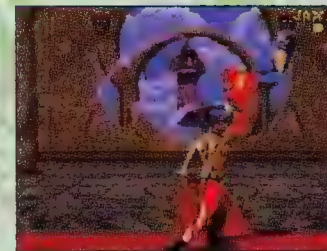
If you trap the enemy in the corner, stay out of their Sweep range and use continuous Fan Swipes to contain them. This will make it hard for them to move!

PSYCH OUTS

Square Lift Trick



The occasional random Square Wave Flight can psych and trick the enemy. Do the Square Wave over their head, then when you land, immediately Lift them from behind! Follow with a kombo.



Caution: If you don't connect with the Lift, you are open for an Uppercut.

HEAD-TO-HEAD

vs. Liu Kang — Bike Kick



When you block Liu Kang's Bike Kick (or any other move with a long delay afterward), do the Lift to suspend them in the air for a big, gnarly, psycho kombo!

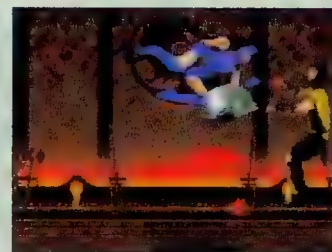
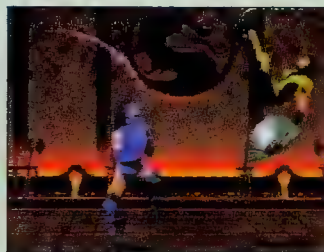
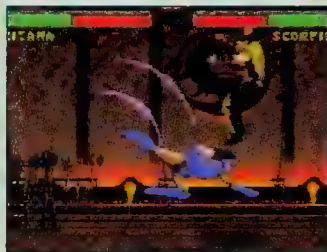
vs. Rayden — Superman



If Rayden does his Superman, Block it and then do an instant Square Wave Flight to bust him up in the air!

COUNTERS

Lift the Jumpers



When the enemy jumps in with an attack, do the Lift Ray to catch them no matter what they're doing. Follow with a big combo while they're suspended!

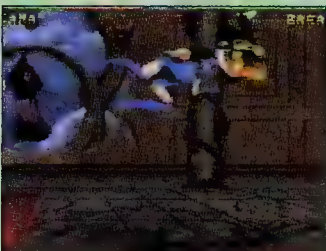
Air Fan Take-Down



When the opponent jumps at you with a kick, jump back and do the Air Fan Throw. This will knock 'em out of the sky!

Caution: This must be timed correctly or you'll be kicked!

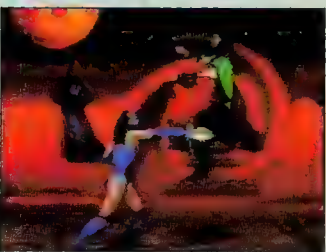
Square Wave Defense



When you're on defense and the enemy jumps at you, take them down with the Square Wave Flight.

Caution: You must do this quickly or they will kick you before you take off.

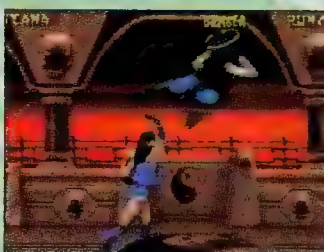
Swipe 'Em Away



When the enemy jumps in, do a Fan Swipe with good timing to knock them out of the air on a trail of blood!

Caution: If you don't time this trick right, you will be kicked by the attacker!

Fast Uppercut



Be sure to use Kitana's Uppercut when the enemy jumps at you. Her Uppercut is super quick!



Super NES

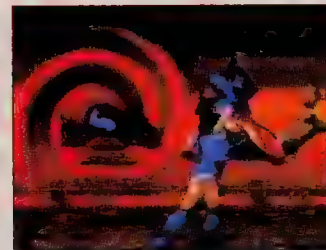
Triple Quick Fan Kombo



1) When they're in the corner, jump in with a deep Kick and start Fan Throw taps.

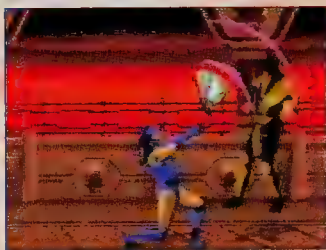


2) Immediately go into the Air Fan Throw.



3) Land and do a quick Uppercut while they're still getting juggled from the Fan.

Big Four-Hit Fan Uppercutter



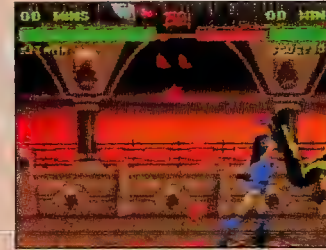
1) When they're in the corner, do a Lift Ray.



2) While they're suspended, Jump at 'em and do a Kick as you tap for the Air Fan Throw.



3) Immediately go into the Air Fan Throw to keep 'em up there.



4) Finish with a ground Uppercut while they're still in the air. Classic but deadly!!

Patented Graham Cracker 6-Hitter



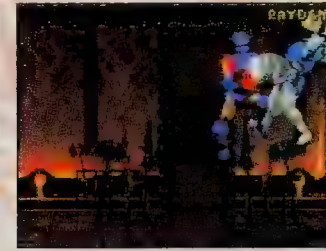
1) Lift 'em in the corner with the Lift Ray.



2) Then jump at them, and on your way down, do a Punch just before you land.

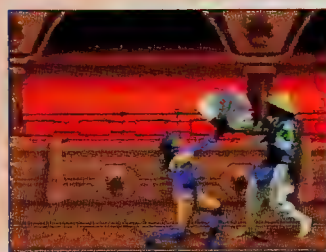


3) Land, then Jump at them again. On your way up, do an immediate Punch. Start tapping for the Air Fan Throw.



4) Quickly do the Air Fan Throw while still in the air. This will prevent you from being knocked away.

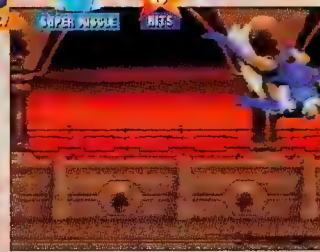
6-Hit Ultimate Corner Fan Juggler



1) Get 'em in the corner with the Lift Ray. Wait until they're at the top of the lift before you start the rest of the kombo.



2) Jump at them, and as you start to descend from the jump, do a **Punch**.



3) Land, then Jump at them again and do a Punch on your way up.



4) Land and do a standing High Punch as you tap for the Fan Throw.

A woman in a blue dress is captured mid-air, performing a backflip over a low, light-colored wall. She is holding a butterfly net, which is open and positioned behind her. The background is a bright, solid red wall. The scene is set outdoors, with a paved ground in the foreground and a dark, arched structure visible in the upper part of the frame.

3) Land, then Jump Toward 'em with a Kick as they fall back. The timing is hard, but possible!



Kick and Air Fan



2) Immediately go into the Air Fan Throw. Slice and dice, baby!



5) Land and do a standing High Punch as you begin the Square Wave Flight motion.



6) Quickly go into the Square Wave Flight to polish off this six-hit jugglin' Jack Sprat kombo!

Note: This kombo will work on any character in the game. It's the sixth wonder of the world!



6) Quickly finish with a standing Low Kick as they fall back.

Note: The hardest part of the kombo is Step 5, when you do the Fan Throw. You must be fast, but the entire kombo will connect and juggle them! This kombo will work on anyone!

DEFENSIVE

1) When the enemy jumps in, juggle 'em with a standing High Punch.



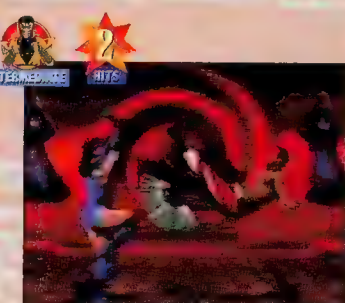
2) Sock 'em with a standing High Kick as they fall back!

1) When they jump in, do a standing High Punch.



2) While that's knocking 'em back, follow with an immediate Square Wave Flight.

1) When the enemy jumps in, do a standing High Punch juggle as you tap for a Fan Throw.



2) Cut 'em up good with the Fan Throw.

Upper Lift Cutter



2) Uppercut 'em before they hit the ground.

High Fan-Slice Job



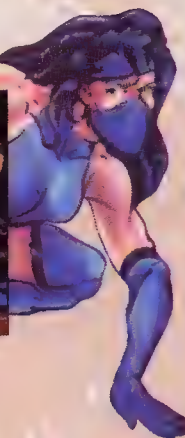
1) Snare 'em in a Lift Ray.



2) As they fall back, follow with a midair Kick as you tap for the Air Fan Throw.



3) Immediately do an Air Fan Throw to cut off some life.



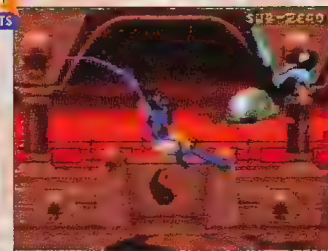
Quadruple Fan Whammy



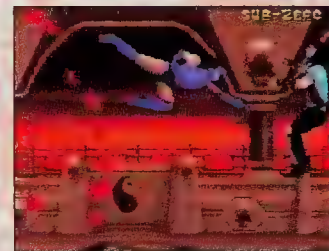
1) Do a Lift Ray to send 'em up in the air.



2) Jump and do a Punch as you start the Air Fan Throw taps.



3) Do the Air Fan Throw. As you fall, begin the Square Wave Flight motion.



4) When you land, instantly do the Square Wave Flight for a fourth crazy hit!

CROSS UP

Neck-Kick Fan Slice



1) Cross 'em up with a deep Kick as you tap for the Air Fan Throw.



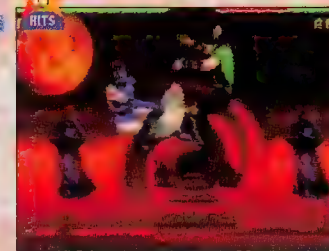
2) While in the air, do the Air Fan Throw.

AIR

Flying Fan Kicker



1) When the enemy's in the air, jump and kick them as you tap for the Air Fan Throw.



2) Immediately do the Air Fan
Throw to reach out and slash them.

MORTAL KOMBOS



Genesis

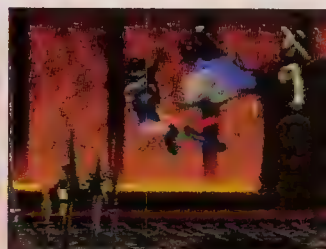
Four-Hit Lifting Krush



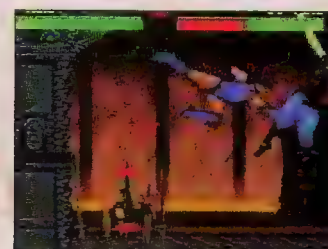
1) Snare the opponent in a Lift Ray.



2) At the top of the enemy's flight, Jump and Punch 'em as you tap for the Air Fan Throw.



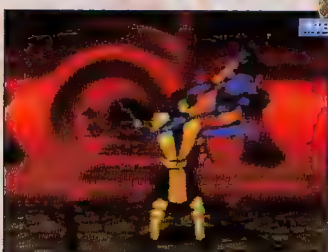
3) Go into the Air Fan Throw. As you fall, start the Square Wave Flight motion.



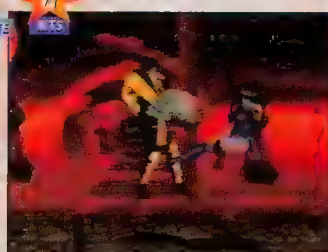
4) When you land, quickly do the Square Wave Flight. If timed perfectly, this catches 'em for a fourth hit!

CROSS UP

Crossing Fan Cutter



1) Cross 'em up with a deep Kick while tapping for an Air Fan Throw.

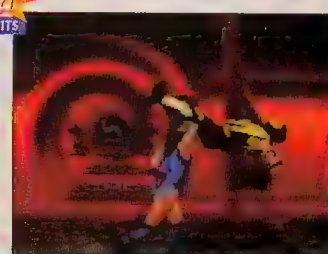


2) Immediately do the Air Fan Throw.

Lifting Uppercut



1) When the enemy jumps at you or when they're on the ground, catch 'em in a Lift Ray.



2) While they're floating away, follow their body and Uppercut 'em from below.

AIR

Flying-Kick Fan



1) When the enemy's in the air, Jump and Kick them as you start the Air Fan Throw taps.



2) Immediately go into the Air Fan Throw.

Note: You can Jump Up or Toward 'em to do this combo.

Flying-Punch Fan



1) Jump and Punch the enemy in the air as you tap for the Air Fan Throw.



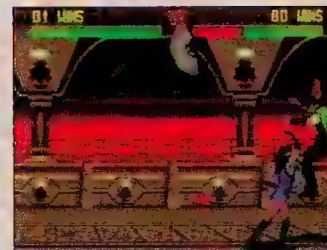
2) Quickly do the Air Fan Throw.

Note: You can Jump Up or Toward 'em to do this combo.



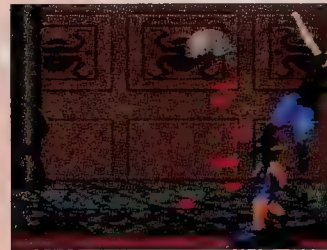
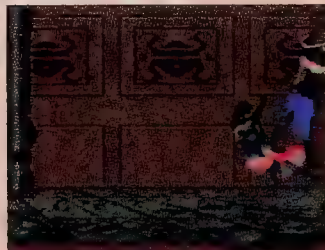
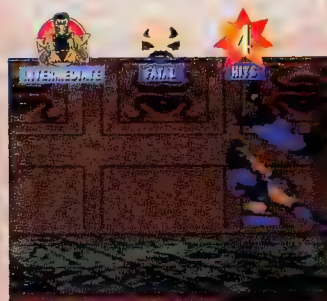
CORNER

Corner Jump In Triple Hit



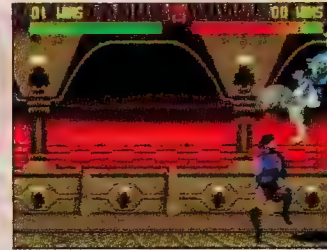
- 3) As they fall, land and Uppercut them. You've gotta be fast to get all three hits!

Corner Four-Hit Uppercut



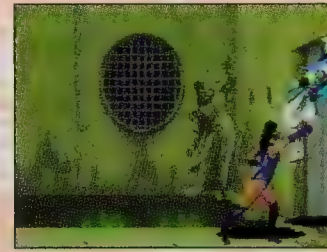
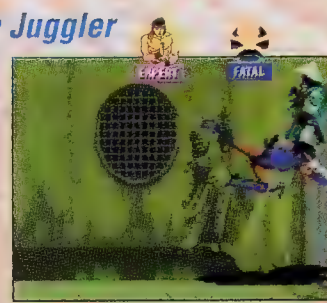
- 4) When you land, Uppercut them before they hit the ground.

Graham's 6-Hit Corner Special



- 4) Quickly do the Fan Throw while airborne. (This stops you from being knocked away too early!)

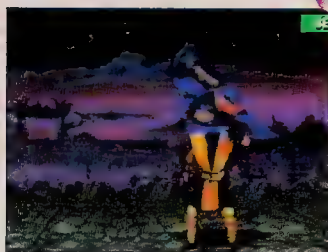
6-Hit Ultimate Corner Fan Juggler



- 4) Land and do a standing High Punch as you tap for the Fan Throw.

JUMP IN

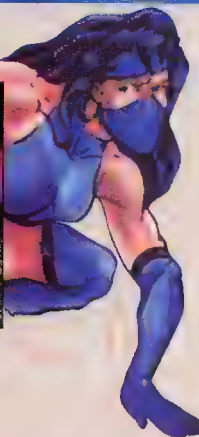
Kickin' Fan Kombo



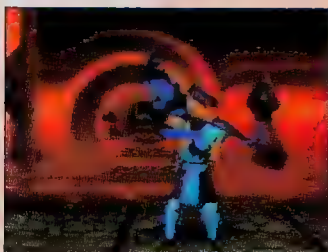
1) Jump in with a deep Kick as you start the Air Fan Throw taps.



2) While still airborne, do the Air Fan Throw for an awesome double hit.



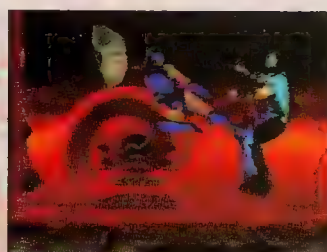
Jumping Triple-Hit Fan



1) Jump in with a deep Kick as you tap for the Fan Throw.



2) Launch the Air Fan Throw while still airborne.

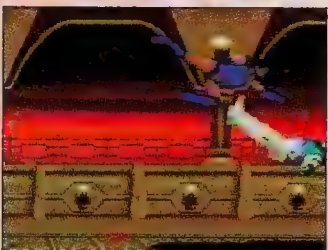


3) Land and Jump Toward them and do a Kick. This requires expert timing!

Note: This surprising kombo works anywhere on the screen!

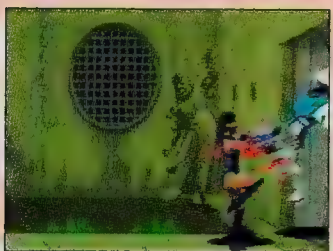


5) Now land and stick out a standing High Punch juggle as you begin the Square Wave Flight motion.

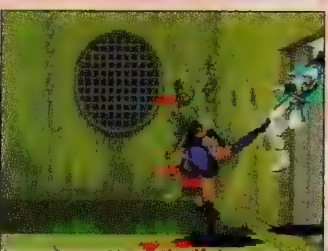


6) Immediately do the Square Wave Flight to conclude this amazing six-hit kombo salad!

Note: This kombo works against any character in the game!!



5) Immediately do the Fan Throw while on the ground.



6) Quickly finish with a standing High Kick as they fall back.

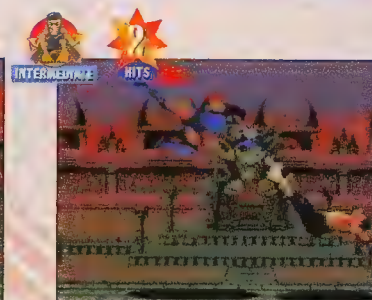
Note: The hardest part of the kombo is Step 5, when you do the Fan Throw. This kombo works only on Rayden or Jax!

DEFENSIVE

Square Wave Twin Hit



1) When they jump in, juggle 'em with a standing High Punch as you start the Square Wave Flight motion.

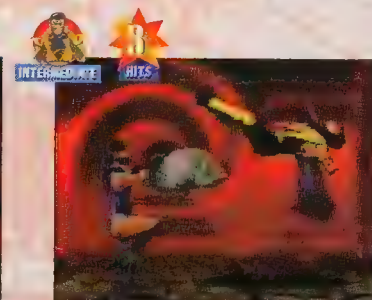


2) Quickly sail up and smack 'em with the Square Wave Flight.

Counter Punching Fan



1) When the enemy jumps in, do two standing High Punches as you tap for the Fan Throw.



2) Follow with a Fan Throw to cut 'em up real good.



JAXTM

Super NES / Genesis



GOTCHA GRAB



Jax's projectile has wide range and solid power. Use it to keep other average-strength Fireball users at bay and to knock down enemies who jump too much. The Sonic Wave is flashy and useful, but it's a losing move against Liu Kang or Kitana.



HIGH KICK



EARTHQUAKE

HOLD **LOW KICK** **4 sec, RELEASE**

Air dominance is the game, and Jax is his name. The Backbreaker is the most powerful air throw in the game because you either do a two-hit kombo that takes place entirely in the air or do it when jumping in with a Kick. Grab the enemy any time they jump and make them scared. Then do the Earthquake if they stay on the ground too long.



JUMP, THEN BLOCK



SPECIALTY ATTACKS

Note: This move stuns them—follow with a kombo.

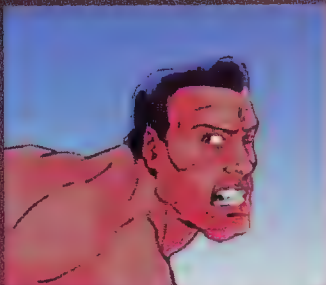
Repeat Slams



Get close and hit Low Punch (hold neutral or Toward). Then push High Punch repeatedly to keep slamming for more energy!

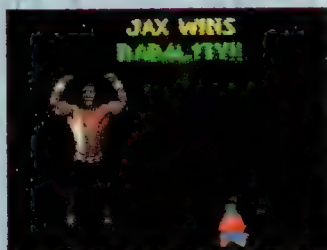


FATALITIES



Super NES/Genesis

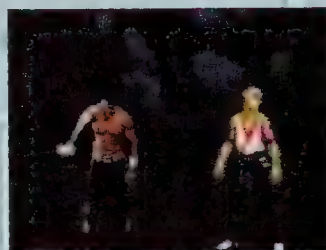
BABALITY



Hold Block, [Tap Down, Up, Down, Up, Low Kick].

HOLD BLOCK [↓ ↑ ↓ ↑ LOW KICK]

FRIENDSHIP: PAPER DOLLS



Hold Block, [Tap Down, Down, Up, Up, Low Kick].

HOLD BLOCK [↓ ↓ ↑ ↑ LOW KICK]

FATALITY #1: DISARM THE OPPONENT



Distance: Just Inside Sweep Range



Tap Block, Block, Block, Low Punch.



BLOCK BLOCK BLOCK LOW PUNCH



FATALITY #2: HEAD CLAP



Distance: Very Close



SNES or Genesis 6-Button

Hold Low Punch, [Tap Toward, Toward, Toward], release Low Punch.

HOLD LOW PUNCH [→ → →] RELEASE LOW PUNCH



Genesis 3-Button

Hold High Kick, [Tap Toward, Toward, Toward], release High Kick.

HOLD HIGH KICK [→ → →] RELEASE HIGH KICK



TOMB/PIT FATALITY



Hold Block, [Tap Up, Up, Down, Low Kick].

HOLD BLOCK [↑ ↑ ↓ LOW KICK]



DEAD POOL FATALITY



SNES or Genesis 6-Button

Hold Down, Low Punch, and Low Kick. While holding all buttons, hit High Punch.

Genesis 3-Button

Hold Down, Low Kick and High Kick. While holding all buttons, hit Low Punch.

PRO STRATEGIES



Super NES/Genesis

Overall Strategy

Jax has a range of moves to take the opponent off their feet. His powerful combos can quickly end many fights.

- To win with Jax, you must force opponents to jump at you. Then knock them out of the air with a standing High Kick or an Uppercut.
- Do Sonic Waves constantly to make opponents jump, then bust the ground with an Earthquake when they land.
- If opponents just sit there, walk up and grab them with the Repeat Slams.

HEAD-TO-HEAD

vs. Scorpion



After blocking Scorpion's Decoy, instantly go into the Gotcha Grab to snatch him before he lands.

vs. Rayden



If you time it perfectly, you can use the Earthquake to knock Rayden out of his Superman when he flies at you!

vs. Mileena

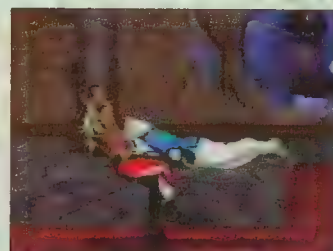


When fighting against Mileena, Block her Roll and use the Gotcha Grab to counter her.

vs. Liu Kang



After you block Liu Kang's Bike Kick, immediately do the Gotcha Grab to snatch him out of the air.



Caution: If you mess up the timing you're gonna go for a ride!



PRO STRATEGIES



Super NES/Genesis

CHEAPS

Sweep and Throw

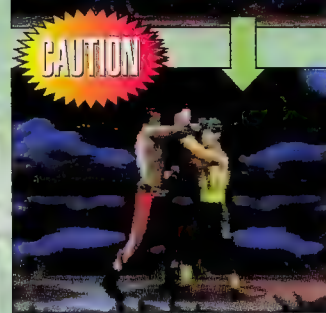


Sweep the enemy, and when they're getting up, move close and Throw them quickly.

Sweep Hammer Set-Up



Sweep the enemy, then try the Hammer on them as they get up. If it connects, go into a death combo!!



The Last Gasp Throw



When the battle is close, go for the Repeat Slam. It's the most powerful throw in the game!!

Close Punching Quake



If the enemy's in close, do the crouching Low Punch to push them away. Then follow with the Earthquake for an unexpected energy drain!

Caution: If they block the Hammer, you are vulnerable to a counter.



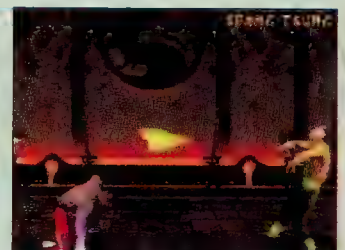
COUNTERS

Rock the Jumpers



When the enemy jumps, do an Earthquake to nail them just as they land. This works whether or not you block their attack.

Fireball Snuff



When they're shooting Fireballs at you, do the Earthquake to snuff them and stop the projectiles.

Uppercut the Jumpers



Jax's Uppercut is very effective and should be used often when the enemy jumps at you. Take them out of the air and make them pay the piper!

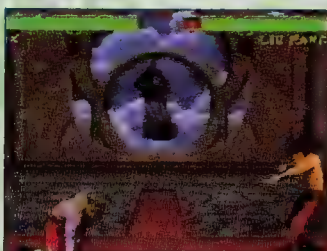
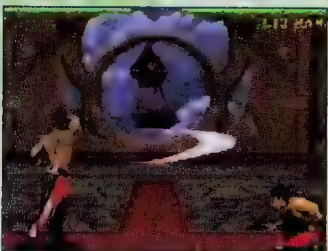
Sonic Air Blast



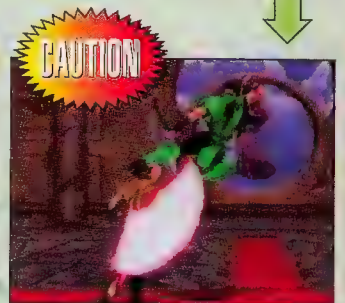
Catch the enemy in the air with Sonic Waves when they jump at you.

ENERGY DRAINERS

Fire and Quake Pressure

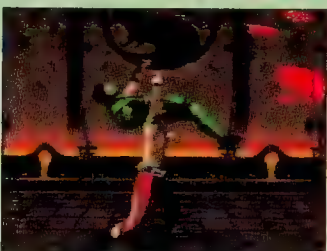
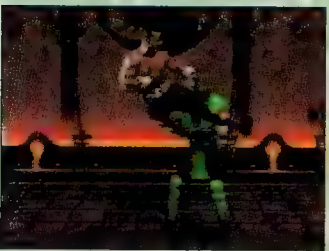


Keep a steady stream of Sonic Waves and Earthquakes shooting at the enemy. Do this and they'll be afraid to come anywhere near you! No wonder—remember where it was discovered?



CAUTION
Caution: If you don't time this correctly, you'll be kicked out of the move!

Kick into Block Button



Follow all Jump-in Kicks by rapidly tapping the Block button. This way you'll either go into the Backbreaker...

...or if the Kick is blocked, you'll be ready to instantly Block from a standing position.

Gotcha, Ya Scurvy Pirate



1) Feeling saucy? When the enemy jumps in, juggle 'em with two standing High Punches while you tap for the Gotcha Grab.



2) Immediately latch onto 'em with a Gotcha Grab from maximum range!

San Andreas Rock 'n' Roll



1) When they jump in, do a standing High Punch while Charging an Earthquake.



2) Immediately throw the Sonic Wave while still Charging the Earthquake.

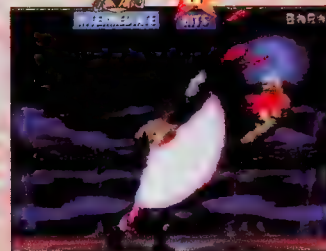


3) Just as they land, do the Earthquake to twist their body into a pretzel!

Sonic Boom Shakalaka Kombo

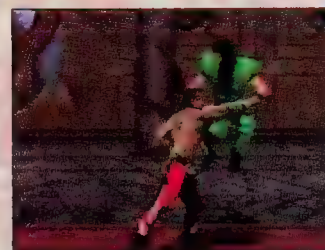


1) Jump in with a deep Kick while starting the Sonic Wave motion.



2) Land and throw the Sonic Wave.
They'll be spinning in the air!

Punch 'Em, Wave at 'Em



1) When the enemy jumps in, do a standing High Punch to knock 'em back while starting the Sonic Wave motion.



2) Immediately throw the Sonic Boom. They're in trouble now!

Ga-Ga-Ga-GOTCHA!



1) Jump in with a deep Kick while starting the Gotcha Grab taps.



2) Hold 'em and hurt 'em with the Gotcha Grab.

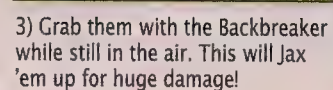
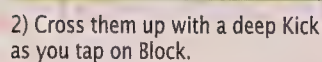
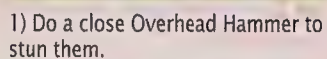
Jumping Neck Breaker



1) Jump in with a deep Kick while tapping Block.

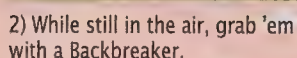
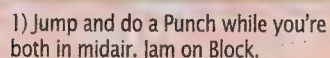


2) While you're still in the air, immediately grab 'em with a Backbreaker. This takes off big energy!



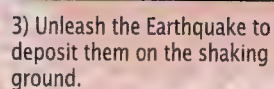
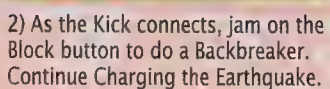
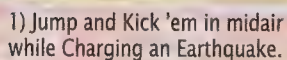
AIR

Flying Punch and Spirit Break



Note: You can Jump Up or Toward the enemy to do this combo.

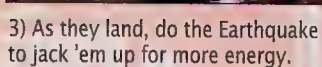
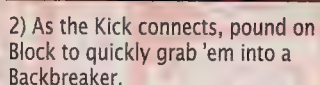
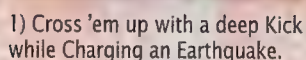
Air Backbreaker Death



Note: You can Jump Up or Toward the opponent to do this kombo.

CROSS-UP

Reverse Quake Breaker



MORTAL KOMBOS



Genesis

CORNER

Triple-Hit Gotcha Grabber



1) When the enemy's in the corner, jump in with a deep Kick.



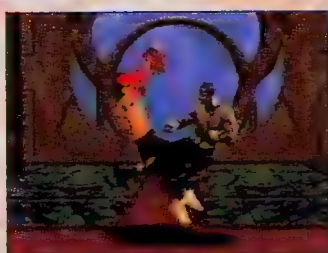
2) When you land, immediately juggle with a standing High Punch as you start the Gotcha taps.



3) Quickly do the Gotcha Grab to snatch 'em as they're getting bounced.

JUMP IN

Sonic Boom Shakalaka



1) Jump in with a deep Kick while starting the Sonic Wave motion.



2) While they're still airborne, land and immediately throw the Sonic Wave to nail 'em.

Gotcha Jump Attack



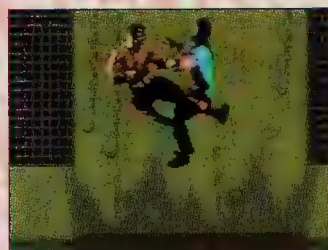
1) Jump in with a deep Kick while starting the Gotcha taps.



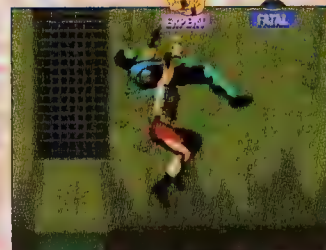
2) Go into the Gotcha to grab 'em.

AIR

Flying Backbreaker Slaughterhouse



1) Jump and Kick 'em while Charging an Earthquake.



2) As the Kick hits, tap Block to do a Backbreaker. Continue to Charge the Earthquake.

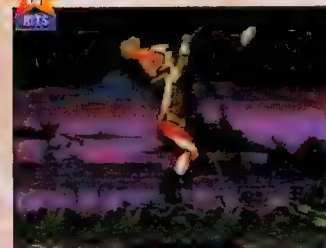


3) Time the Earthquake to connect as they hit the ground. This will put 'em to sleep—permanently!

Air Punch Grab



1) Jump and Punch the airborne opponent while pounding on Block.



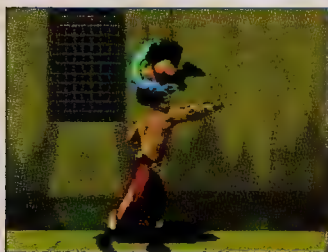
2) While in the air, go into a Backbreaker for a nasty combo.

Note: You can Jump Up or Jump Toward the enemy to do this double-hit.

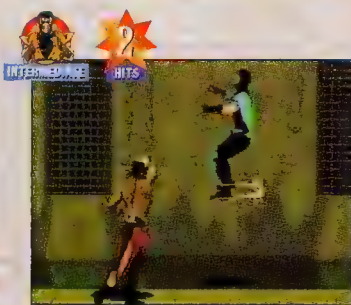


DEFENSIVE

Punching Sonic Counter

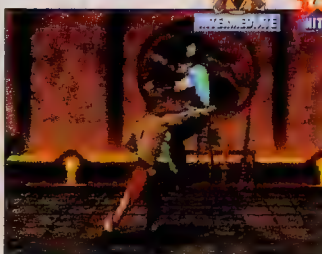


1) When the enemy jumps in, land a standing High Punch as you start the Sonic Wave motion.



2) Quickly go into the Sonic Wave to break the sound barrier—and your enemy's head!

Punch Quake



1) When they jump in, do a standing High Punch juggle while Charging an Earthquake.



2) Do the Earthquake just as they land to make them stumble and lose energy.

Punching Jump Breaker



1) When the enemy jumps in, counter with a standing High Punch juggle.



2) Immediately Jump Toward them and do the Backbreaker as they're flying away.

Triple-Hit Quake Krusher



1) When they jump at you, do a standing High Punch while Charging an Earthquake. Start the Sonic Wave motion.



2) While still Charging the Earthquake, quickly throw the Sonic Wave to juggle 'em back.

GROUND

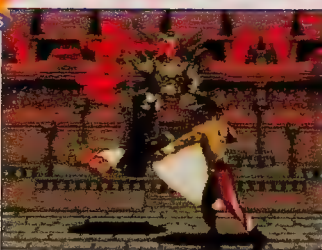
Hammering Sonic Annihilation



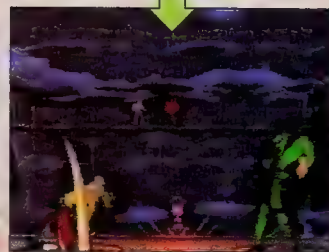
1) Stun the opponent with a close standing Overhead Hammer.



2) While they're stunned, cross them up with a deep Kick. Start the Sonic Wave motion.



3) As you land do the Sonic Wave to wash 'em away for three hits!



3) As soon as they land, cut the fault lines loose with the Earthquake!

Big Hammerhead Gotcha



1) Move in close and make 'em woozy with an Overhead Hammer.



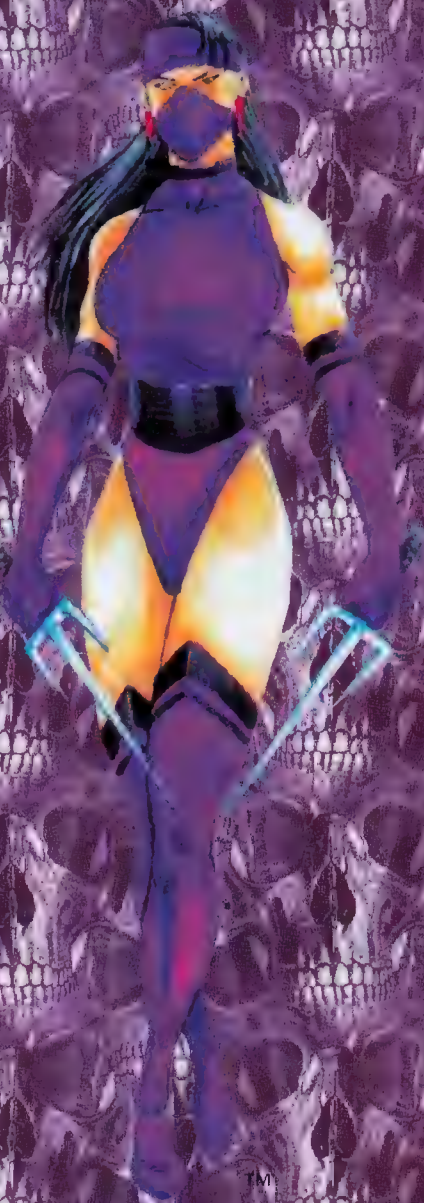
2) Quickly reel in that monster with the Gotcha Grab. Ouch!





MILEENA™

Super NES / Genesis



SPECIAL TECHNIQUES



Super NES/Genesis

SAI SHOT

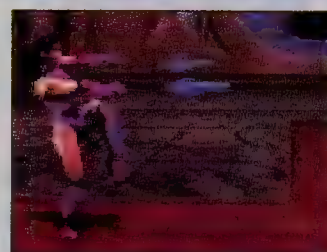
Mileena's projectile is one of the best in the game! Although it does only moderate damage, the instant recharge time means you can throw a constant barrage of Sais at the enemy to throw them off. This is great to use when the enemy jumps or is off in their timing.

SNES or Genesis 6-Button
Hold High Punch for one second, then release.

HOLD HIGH PUNCH 1 SEC., RELEASE

Genesis 3-Button
Hold Low Kick for one second, then release.

HOLD LOW KICK 1 SEC., RELEASE



AIR SAI SHOT

Yeah baby, the easiest combos in the game belong to Mileena! Always have the Air Sai charged when you Jump, and if you connect with a kick, throw the Sais. Also try doing the Air Sai from long distance to frustrate the enemy and wear down their life meter.



Jump, then do the Sai Shot while you are in the air.

GROUND ROLL

Another great counter, Mileena's Roll can go under almost all projectiles and jack up opponents. Try following the Roll with a Jump Kick for extra damage. Also be prepared to Roll any time you connect with a Jump-in Kick, especially in the corner. Generally this move is hard to stop and will force the opponent to Block. If they Block, they'll hurt you.

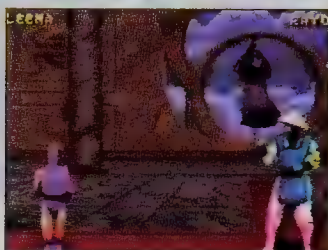


Tap Away, Away, Down, High Kick.

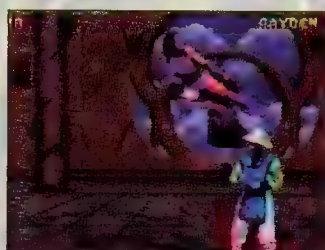


TELEPORT KICK

The absolute cheapest move in the game, the Teleport Kick is the flawless counter to any projectile. Any time you see the enemy do a Fireball, drop on their head with the Teleport Kick. If you do this fast, they won't be able to block. Do the Teleport Kick to whittle away energy. The only way the enemy can hurt you is to Block and then do a big hit.



SNES or Genesis 6-Button
Tap Toward, Toward, Low Kick.

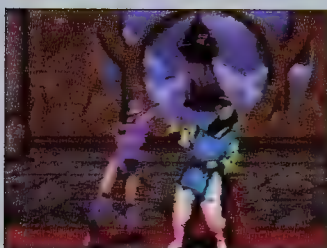


Genesis 3-Button
Tap Toward, Toward, High Kick.



SPECIALTY ATTACKS

Elbow



Get close and hit High Punch (hold neutral or Toward).

Knee



Get close and hit Low or High Kick (hold neutral or Toward).

Throw



Get close and hit Low (hold neutral or Toward).



Mileena Mileena Mileena Mileena Mileena Mileena Mileena Mileena Mileena Mileena

FATALITIES



Super NES/Genesis

BABALITY



Tap Down, Down, Down, High Kick.



FRIENDSHIP: 1-800-FLOWERS



Hold Block, [Tap Down, Down, Down, Up, High Kick].



FATALITY #1: CHOKING ON THE SPLINTERS



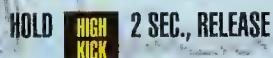
Distance: Very Close



Regular Method: Hold High Kick two seconds, release High Kick.



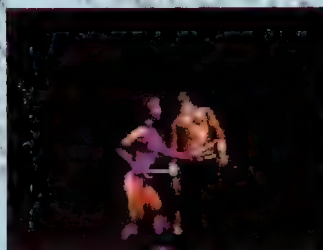
Alternate Method: Hold Block and rapidly tap High Kick.



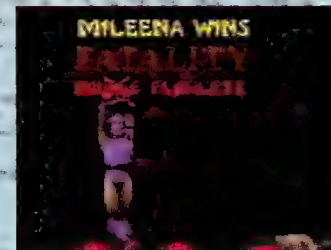
FATALITY #2: REPEATED STAB



Distance: Very Close



Tap Toward, Away, Toward, Low
Punch.



TOMB/PIT FATALITY



Tap Toward, Down, Toward, Low Kick.



DEAD POOL FATALITY



SNES or Genesis 6-Button

Hold Down, Low Punch, and Low Kick. While holding all buttons, hit High Punch.

Genesis 3-Button

Hold-Down, Low Kick, and High Kick. While holding all buttons, hit Low Punch.



Super NES/Genesis

Overall Strategy

Mileena is the best all-purpose character and ranks at the top of the charts! She has few weaknesses and mixes power combos with annoying energy-drain attacks.

- **Against Jax, retreat and keep up a constant wall of Sais, which are very hard to penetrate.**
- **Her High Kick and Uppercut are good to hit most jumping opponents.**
- **When Baraka jumps, just Roll underneath him.**
- **Against characters with fast projectiles such as Shang Tsung or Liu Kang, just use the Teleport Kick whenever they throw a Fireball.**
- **When any opponent jumps back, you should also try the Teleport Kick.**
- **Use the Roll to go under opponent's projectiles (such as Sub-Zero's). When close, Block the projectile and do the Roll to nail 'em while they're stuck.**

ENERGY DRAINERS

Vary the Sais



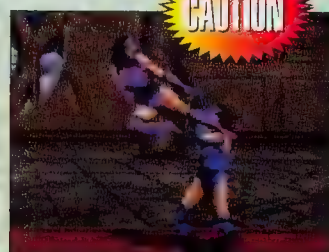
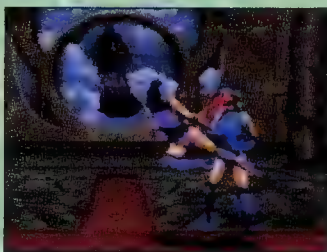
Shoot the Sais at different levels of the screen—high in the air, low in the air, and on the ground. This is a good way to confuse the enemy and make them lose energy.

Sweep Reversal



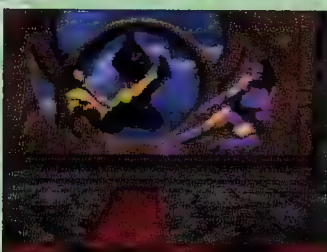
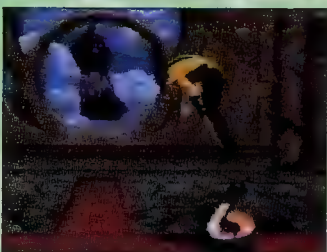
When the enemy Sweeps, Block it and then instantly throw the Sai Shot. This will nail them or force them to block and lose energy!

Sai Auto-Kombo



When you hit the enemy with a jumping Kick, always follow it with the Air Sais. This a good kombo for any situation!

Roll into Kick



Any time you hit the enemy with a Ground Roll, immediately jump Kick at them for an extra hit!

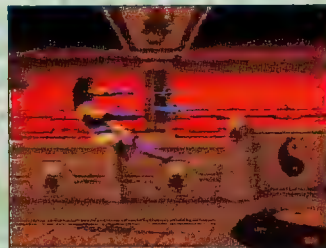
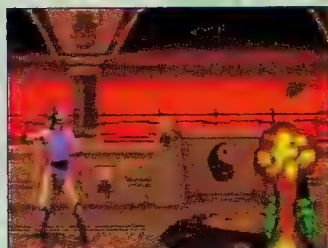


Big Caution: If they Block your Jump-in Kick and also Block your Air Sais, they can Uppercut you every time.



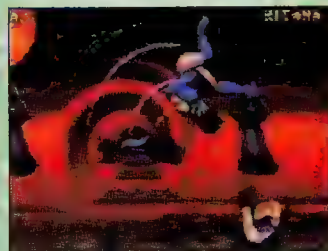
Super NES/Genesis

vs. Reptile



When Reptile turns invisible, try to make him reappear with a barrage of Sais. Beware, because a good Reptile will Uppercut you if you try a Teleport Kick!

vs. Kitana



If Kitana tries the Lift Ray, do the Ground Roll to snuff it!

vs. Rayden



When Rayden does his Superman, Block it and then instantly go into a Teleport Kick. This will connect as he's falling back!

CHEAPS

Out-Sweep the Sweeps



To gain the advantage in close, use your Sweeps when the enemy tries to Sweep you or do any other move. The women have the best sweeps in the game!

Sweep-n-Throw Cheap



After Sweeping the enemy, try to get close and go for a very fast Throw.

ESCAPE TACTICS

Roll Under 'Em

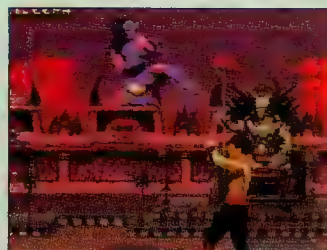


When the enemy jumps at you, do the Roll to escape tight places!



COUNTERS

TeleKick Kounter



When the enemy jumps at you, quickly do the Teleport Kick to hit them while they're falling.

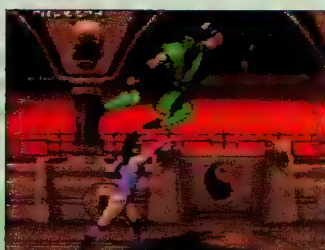
Caution: You must do the move fast or it will be Blocked and countered.

Rolling Projectile Counter



When the opponent shoots projectiles at you, do the Roll to go under the Fireballs and score a hit.

Punch and Roll Counter



When the enemy jumps at you, knock them out of the sky with a standing High Punch and follow with a Roll for the extra hit.

Jumping Sai Hit



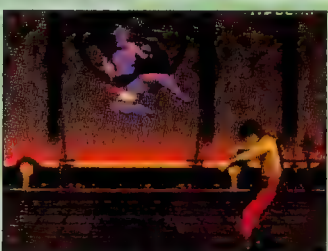
When the enemy jumps at you, Jump Away and shoot your Sais to knock them out of the air.

Fast UpperCounter



When enemies jump at you, don't forget to use your Uppercut as much as possible. Mileena has one of the best Uppercuts in the game!

Teleport Fire Snuff



When at half-screen distance or farther, do a Teleport Kick to hit anyone who does a Fireball. This is annoying and always works!

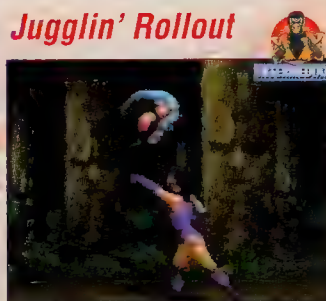


Defensive Rolling Jumper



Super NES

Jugglin' Rollout



1) When the enemy jumps in, do a standing High Punch as you start the Ground Roll taps.



2) Immediately do the Ground Roll to launch 'em into the wild blue yonder.

Punch'n' Go



1) When the enemy jumps in, do two standing High Punches to juggle 'em back, back, back, back. As the second High Punch connects, start Teleport Kick taps.

Note: You'll wind up like Mileena's opponent if you spend too much time playing Mortal Kombat III!

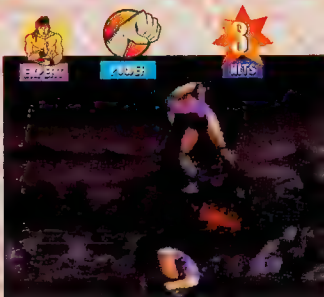
Punch'n' Kick



1) When the enemy jumps in, do a standing High Punch.



2) Immediately nail 'em with a standing High Kick.



2) Do the Ground Roll to get under 'em.



3) From the other side, turn around and jump after 'em with a Kick to wrap it up. Ouch!

Defensive Sai Double-Up



1) When the enemy jumps in, do a standing Low Punch as you Charge the Sai Shot.

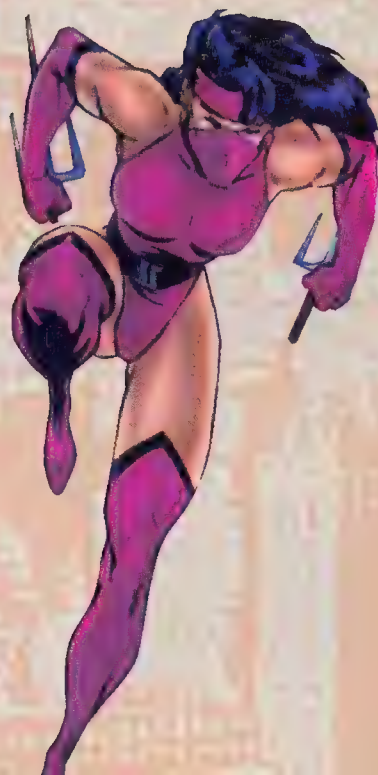


2) Let loose the Sai Shot to send 'em sprawling before they land.

Note: Although it might feel weird to begin with a Low Punch, this kombo works just as well as it would with a High Punch! Get used to this trick for the easy juggle kombo.



2) Quickly do the Teleport Kick to drop out of nowhere and land on their head. Although they can Block it, this is really surprising and annoying!



Triple Sai Roll Roundup



1) Jump in with a deep Kick as you Charge an Air Sai Shot.



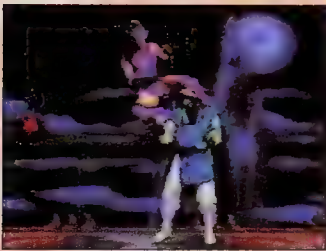
2) Immediately do the Air Sai Shot while tapping for a Roll.



3) Land and do the Ground Roll to get under 'em for a third unstoppable hit.

Note: This isn't too hard once you get the timing down. Practice connecting with the Roll. They must be near the corner for this to work!

Rolling Neck Cutter



1) Cross 'em up with a deep Kick while you Charge for the Air Sai Shot.



2) Go into the Air Sai Shot and begin the Roll taps.



3) Do the Ground Roll as soon as you land.

Note: This combo must be done when they're near the corner!

The Corner Double Sai Blaster



1) Jump in with a deep Kick as you Charge the Air Sai Shot.



2) Do the Air Sai Shot while still in the air, then immediately re-Charge the Sai by holding High Punch. Begin the Roll taps.



3) When you land, do the Roll before they hit the ground.



4) Quickly jump after them with a midair Low Punch.



5) Now throw the Air Sai Shot while still in the air. This is a crazy five-hit fury!!!





JUMP IN

-

-

- ### Kick and Knife Cutter



-

- Note: This one will shell 'em when they least expect it! The winds of change are blowing, and they don't smell very good.*

GROUND

Rolling Air Kick



-

- 2) As soon as the Roll connects and lifts the enemy into the air, Jump Toward 'em with a Kick.

CROSS-UP

Crossing Sai Slice



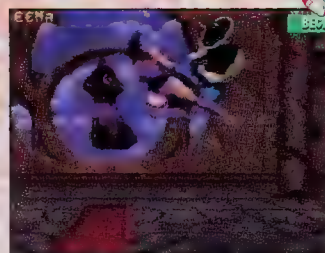
- 1) Cross 'em up with a deep Kick while Charging an Air Sai Shot.



- 2) Shoot the Air Sai Shot to cut 'em deep.

AIR

Flying Sai Kicker



- 1) Jump and do a Kick or Low Punch while charging an Air Sai Shot.



- 2) While in the air, throw the Air Sai Shot.

Note: You can Jump Up or Toward 'em to do this kombo!

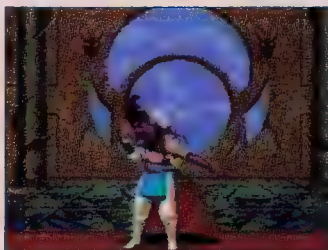


MORTAL KOMBOS



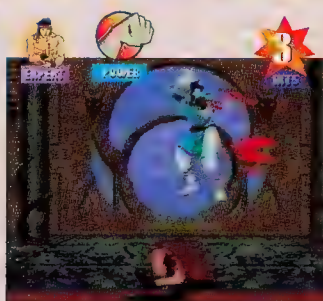
Genesis

Rolling Triple-Hit Thrash

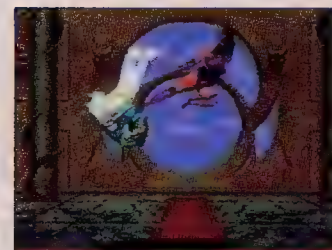


1) When they're anywhere on the screen, Jump in with a deep Kick as you tap for the Roll.

JUMP IN

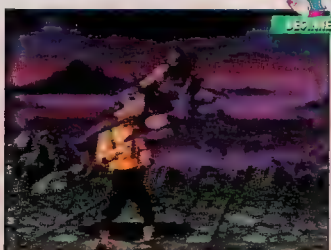


2) As you land, do a Roll.

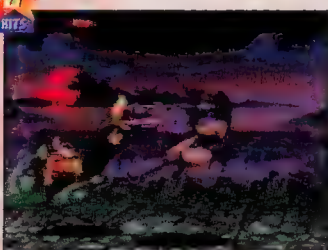


3) Then Jump and Kick the flying body. This is super gnarly!

Kick Sai Twin Hit



1) Jump in with a deep Kick while Charging an Air Sai Shot.



2) Immediately unleash the Air Sai Shot.

Kick Roller



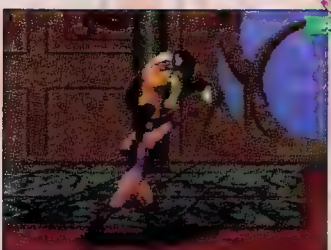
1) Jump in with a deep Kick as you tap for the Ground Roll.



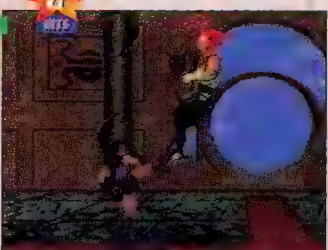
2) Before they land, go into the Roll to blast 'em.

DEFENSIVE

Punch-Kick Counter



1) When the enemy jumps in, do a standing High Punch to juggle 'em back.



2) Quickly follow with a standing High Kick for easy damage.

Juggle Counter Roll

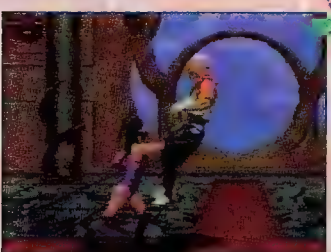


1) When the enemy jumps in, nail 'em with a standing High Punch as you tap for a Roll.



2) Quickly go into the Ground Roll to get under their body for the juggle.

Counter Sai Twin Hit



1) When the enemy jumps in, do a standing Low Punch while Charging a Sai Shot.



2) Do the Sai Shot from a standing position to juggle 'em before they land.

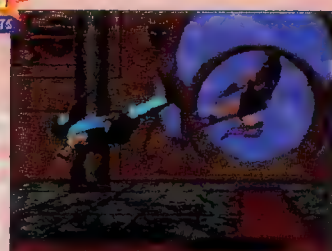
Note: Although it might feel weird to begin the juggle with a Low Punch, the combo works just as well it would with a High Punch! Get used to this trick.

GROUND

Rolling Twin-Hit



1) Do a Roll to send the enemy high anywhere on the screen.



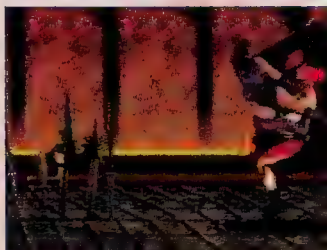
2) Jump Toward 'em with a midair Kick.

Genesis



CORNER

Corner Triple-Hit Uppercut

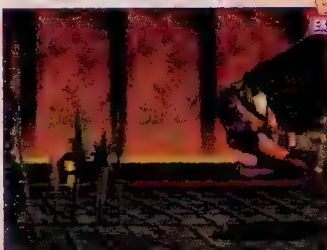


2) While in the air, throw the Air Sai Shot.

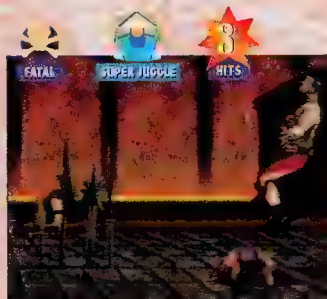


3) Land and Uppercut them before they hit the ground.

Corner Triple Juggle



1) Jump in with a deep Kick when they're cornered.



2) Do a quick crouching Low Kick to bounce them up into the air.



3) Uppercut them before they land for unbelievable damage!

Air Sai Crushing Kombo



1) When the enemy jumps in the corner, Jump Toward 'em with a Low Punch while Charging an Air Sai Shot.



2) While in the air, throw the Air Sai Shot as you start the Roll taps.

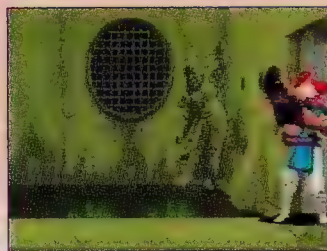


3) Land and spin at 'em with the Ground Roll for a third juggle.



4) Finish with a standing Low Kick from the other side. That's a four-hit body smasher!

Five-Hit Super Sai Corner Kombo



1) Jump in with a deep Kick when the enemy's in the corner. You should be Charging for the Sai Shot.



2) Immediately throw the Air Sai Shot, then start the Roll taps. After you throw the Sai, hold High Punch to Charge again.



3) When you land, go into the Roll before they hit the ground.



4) Immediately jump after them and do a Low Punch while in the air.



CORNER

Double Kick-Roll Rocker



1) When they're in the corner, Jump in with a deep Kick while you start the Roll taps.



2) As soon as you land, go into the Ground Roll to keep 'em juggled.



3) Go after 'em with a midair Jump Kick. That's three continuous hits.



5) Finish by quickly throwing the Air Sai Shot before you land. Excellent, five hits!



AIR

Kicking Air Sai



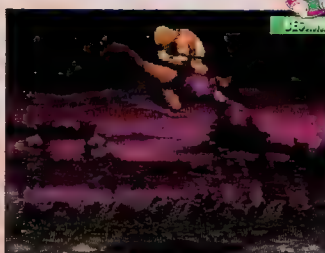
1) When the enemy's in the air, jump and kick them while Charging for an Air Sai Shot.



2) Immediately do the Air Sai Shot.

Note: You can Jump Up or Toward 'em to do this kombo!

Punching Air Sai



1) Jump and do a midair Low Punch against a midair enemy as you're Charging the Air Sai Shot.

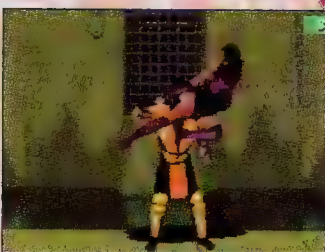


2) Quickly go into the Air Sai Shot for two big hits.

Note: You can Jump Up or Toward 'em to do this kombo!

CROSS UP

Neck Kick and Slice



1) Cross 'em up with a deep Kick as you Charge for an Air Sai Shot.



2) While in the air, do the Air Sai Shot.

Cross Neck Roll



1) Cross 'em up with a deep Kick as you start the Ground Roll taps.



2) As soon as you land, Roll to jack 'em into the sky.

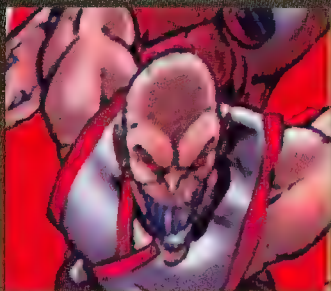


BARAKA™

Super NES / Genesis



SPECIAL TECHNIQUES



Super NES/Genesis



BLADE SPARK

Baraka's high projectile attack is moderately powerful and certainly not the best in the game, but it keeps Baraka competitive. Try to frustrate the enemy by making them want to come to you, and then hit them with the Blade Spark as they jump up. Be careful when playing more powerful projectile characters such as Kitana or Liu Kang—you'll lose the war for sure.

Motion Down, Away, High Punch.



SHREDDER

This has to be one of the most interesting moves in the game! The Shredder does more damage than an Uppercut and is the ultimate counter to stop enemies when they jump in—nothing can break through the blades. Also try an unexpected Shredder when a close enemy does an attack such as a Sweep. Be careful, you'll be stuck in the Shredder a long time if it doesn't connect and be hit with a projectile or worse.

Tap Away, Away, Away, Low Punch.



SPECIALTY ATTACKS

Backfist



Get close and hit High Punch (hold neutral or Toward).

Regular Knee



Get close and hit Low or High Kick (hold neutral or Toward).

Throw



Get close and hit Low Punch (hold neutral or Toward).

Blade Swipe



Hold Away and hit High Punch.

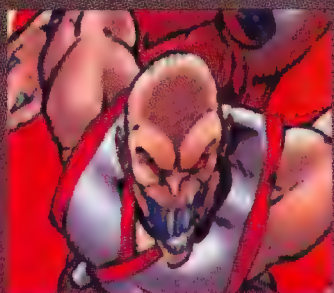
Double Kick



Get close and rapidly tap High Kick (hold neutral or Toward).

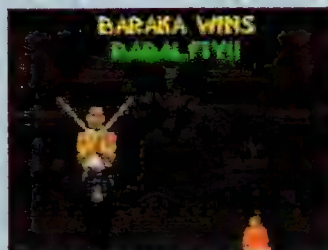


FATALITIES



Super NES/Genesis

BABALITY



Tap Toward, Toward, Toward, High Kick.



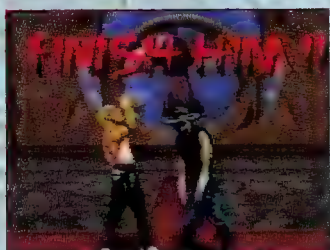
FRIENDSHIP: GIMME A PRESENT



Hold Block, [Tap Up, Toward, Toward, High Kick].



FATALITY #1: FREDDY DECAPITATION



Distance: Very Close



Hold Block, [Tap Away, Away, Away,] release Block, High Punch.



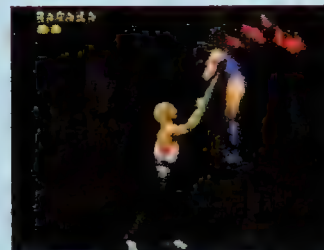
FATALITY #2: BODY IMPALEMENT



Distance: Very Close



Tap Away, Toward, Down, Toward, Low Punch.



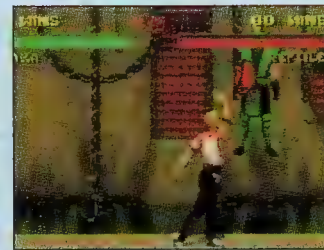
TOMB/PIT FATALITY



Tap Toward, Toward, Down, High Kick.



DEAD POOL FATALITY



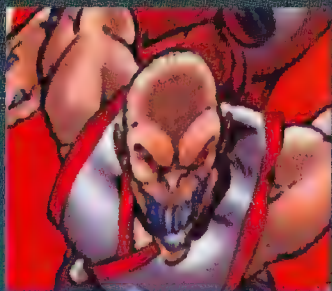
SNES or Genesis 6-Button

Hold Down, Low Punch, and Low Kick. While holding all buttons, hit High Punch.

Genesis 3-Button

Hold Down, Low Kick, and High Kick. While holding all buttons, hit Low Punch.

PRO STRATEGIES



Super NES/Genesis

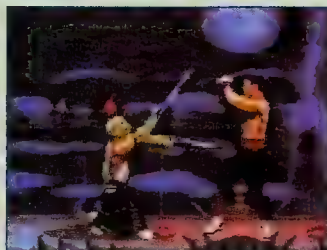
Overall Strategy

Baraka is a very basic character, but he can surprise many opponents with his razor-sharp weapons and a few dirty tricks.

- *The Shredder is a simple and effective counter to use on jumping and Sweeping opponents.*
- *Baraka's projectile is average but effective when used at a distance.*
- *Baraka should Jump Toward all opponents who have trouble countering him and stay on the offensive.*
- *Once you're winning, surprise the enemy by Jumping Toward them intermittently.*

GENERAL STRATEGIES

Shredder Caution



Always be sure you'll connect when you do the Shredder. If they Block it, you will be left open for a hit!

Unstoppable Jump Punch



Use Baraka's Jumping Punches often. His Punch is very hard for the enemy to knock out of the air!!



Powerful Jump Kicks



Baraka's Jumping Kicks are some of the most powerful in the game. They are very hard for the enemy to counter!

COUNTERS

Shred the Jumpers



When the enemy jumps in at you, catch them as they jump with the Shredder. This takes off bloody good energy!



Uppercut the Jumpers



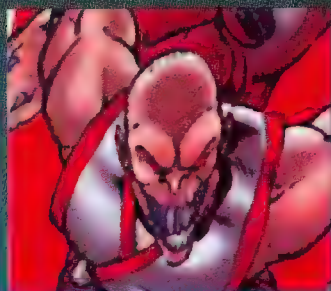
When the enemy jumps in at you, do an Uppercut to blast them out of the air. Baraka's Upper is second in speed only to Liu Kang's!



Swipe the Jumpers



Use the Blade Swipe to counter enemies when they jump in from a full-screen's distance.



Super NES/Genesis

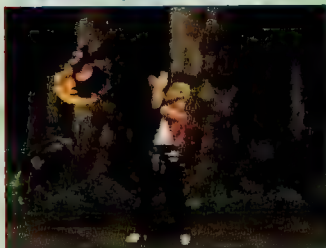
HEAD-TO-HEAD

If Reptile turns invisible, use your Blade Swipes and Blade Sparks to make him reappear.



Caution: If you miss with these moves, you will be left open for a hit!

vs. Scorpion



When you block Scorpion's Decoy, follow-up with a Blade Swipe while he's in the air.



vs. Liu Kang



When fighting against Liu Kang, Block his Bike Kick or Flying Kick and use the Shredder to chop him while he's in the air.



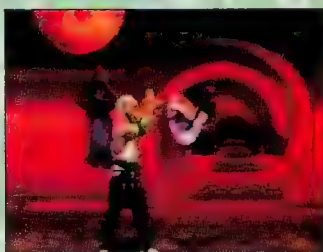
PSYCH OUTS

The Swipe Spook!



Use your Blade Swipe to scare the enemy. It has a long range and you can make them retreat from it. Be careful though, they can hit you with a Jump Kick.

vs. Mileena



When Mileena does her Ground Roll, Block it and follow with a Blade Swipe while she's stuck in the air.

CHEAPS

Swipe Corner Trap



You can trap the enemy in the corner with the Blade Swipe. Space yourself just outside of Sweep range and then continuously do the Swipe. This is a good frustrater and energy drainer!

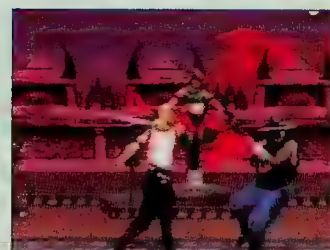
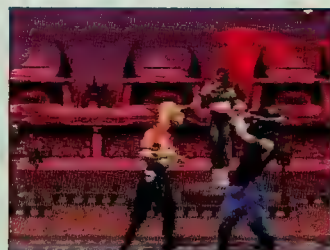
Blocking Shredder Sucker



Hold the Block button and stand still as you tap Away. They'll jump in thinking you're immobile. Release Block and hit Low Punch to activate the Shredder for a Slasher Qwan sucker move!

ENERGY DRAINERS

High Punching Slasher



When in close combat, hit the enemy with a barrage of High Punches and then do a Blade Swipe. This will push them back and suck life!

Jump Kick Follow-Up



When you hit the enemy with a Jump-in Kick, immediately do the Blade Spark for a combo. This will push the enemy back farther and helps you gain distance.

Caution: If the Jump Kick and Blade Spark are blocked, you'll be vulnerable to a hit.

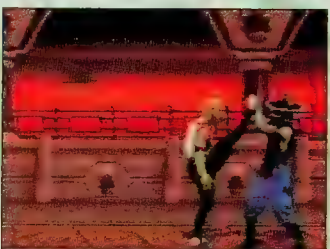
Knee Tricks



When in close, alternate between using the Knee... ..and the Double Kick attack to take off energy.

Caution: If they block the Double Kick, you'll be hit by a counter.

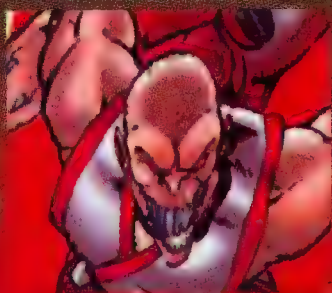
Double Kick Push-Away



Use Baraka's close Double Kick in the corner. You'll automatically push yourself away to a safe distance!



Super NES



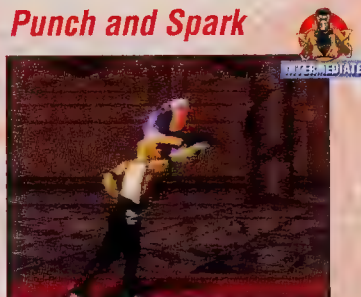
DEFENSIVE

Shred Puncher



- 1) When the enemy jumps in, do two standing High Punches as you tap Away. 2) Immediately go into the Shredder for an insanely hard but deadly combo!

Punch and Spark



- 1) When the enemy jumps in, juggle 'em with a standing High Punch while starting the Blade Spark motion.
- 2) Quickly do the Blade Spark to blast 'em for two hits.

CROSS-UP

Crossing Spark



- 1) Cross up the enemy with a deep Kick while starting the Blade Spark motion.
- 2) Throw the Blade Spark for a two-hit juggle.

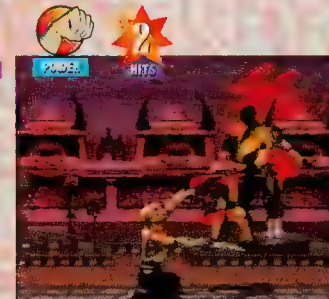
JUMP IN

Kick and Spark



- 1) Jump in with a deep Kick while beginning the Blade Spark motion.
- 2) Before they land, do the Blade Spark.

Jumping Shredder



- 1) Jump in with a deep Kick while tapping Away for a Shredder.
- 2) When you land, quickly activate the Shredder to slice and dice 'em while they're still in the air.

CORNER

Defensive Triple-Shred

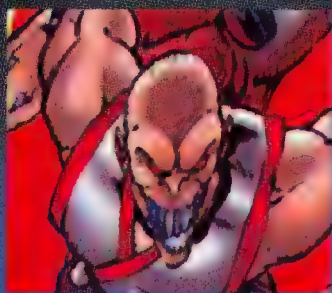


- 1) When the enemy jumps in the corner, do a Blade Swipe.
- 2) Follow with a standing High Punch while tapping for a Shredder.
- 3) Slice 'em in the Shredder for three relentless cutting hits.

Note: This is a difficult kombo to pull, but it does work—anywhere on the screen!



MORTAL KOMBOS



Genesis

CORNER

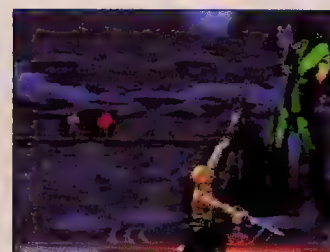
Juggling Triple-Shred



1) When the enemy jumps in the corner, do a Blade Swipe.



2) Quickly follow with a standing High Punch while tapping for a Shredder.



3) Do the Shredder while they're still being juggled. This is deadly and stylish!

DEFENSIVE

Punching Counter-Spark



1) When the enemy jumps in, do a standing High Punch while starting the Blade Spark motion.

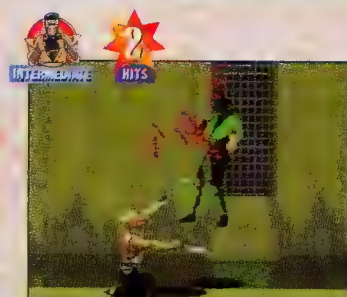


2) Go into the Blade Spark to blast 'em for two juggle hits.

Defensive Shred Action



1) When the enemy jumps in, do a standing High Punch as you tap for the Shredder.



2) Quickly go into the Shredder to chop 'em before they land. You gotta be fast, but it's possible!

JUMP IN

Kick and Spark



1) Jump in with a deep Kick while starting a Blade Spark.

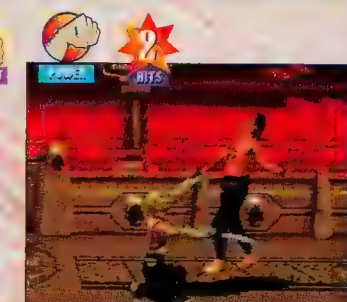


2) Quickly throw the Blade Spark to hit 'em while they're floating back.

Kick into Shredder



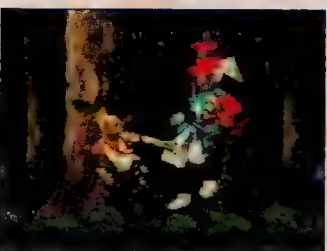
1) Jump in with a deep Kick while tapping for a Shredder.



2) Immediately do the Shredder to chop up their flesh before they hit the ground!

CROSS UP

Blade Spark Crosser



1) Cross up the enemy with a deep Kick while starting the Blade Spark motion.



2) Go into the Blade Spark for a double juggle.

Shredder in Reverse



1) Cross up the opponent with a deep Kick while tapping for a Shredder.



2) Immediately bust the Shredder to wrap their body around your blades!



SCORPION™

Super NES/Genesis



TM

SPECIAL TECHNIQUES



Super NES / Genesis

SPEAR

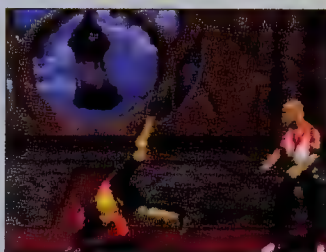
This classic projectile is Scorpion's signature move. If you connect with it, they'll be stunned and you'll reel them close to you. Then follow with a big Uppercut. It's not always smart to trade hits with an enemy's projectile because the Spear will disappear. It is a good idea to Spear whenever the enemy's falling or not blocking.

Tap Away, Away, Low Punch.



LEG GRAB

A new move for old Scorp, the Leg Grab is a convenient take-down attack. This is good at close quarters and doesn't leave Scorpion overly vulnerable to counter-attack if they block it. However, don't rely on it too much—throw in a few Leg Grabs when the time is right.



Motion Toward, Down, Away, Low Kick.



DECOY

A real power move, Scorp's Decoy is good to get him out of tense situations, such as an oncoming Fireball attack. You can use it to counter and hit the enemy, or just surprise them. Be careful—if they block the Decoy, most skilled players can counter in some fashion.

Caution: You cannot Decoy when you're in the corner. If you try it, you'll just bounce into the wall.



Motion Down, Away, High Punch.



AIR DECOY

Much like the regular decoy, the Air Decoy is a general counter-move and something to try to hit or psych-out jumping enemies. If the Air Decoy looks like it will connect, always start tapping for the Spear and a really big combo.



Jump, then Motion Down, Away, High Punch.



AIR THROW

Yup, Scorp's got another fluke factor in his favor—the ability to toss the enemy in the air! You can do it from amazing distances and even just as you start to jump, so try some two-hit combos and think of the possibilities.



JUMP, TAP BLOCK

Jump and tap Block when close in midair.

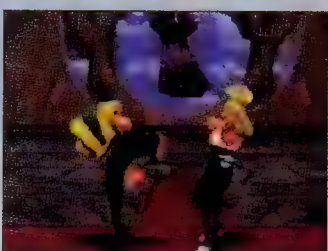
SPECIALTY ATTACKS

Backhand



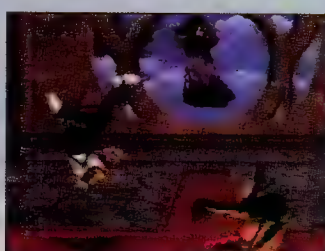
Get close and hit High Punch (hold neutral or Toward).

Knee



Get close and hit Low or High Kick (hold neutral or Toward).

Throw



Get close and hit Low Punch (hold neutral or Toward).





Super NES/Genesis

BABALITY



Tap Down, Away, Away, High Kick.



FRIENDSHIP: BUY A SCORPION DOLL!



Tap Away, Away, Down, High Kick.



FATALITY #1 (REGULAR METHOD): FLAMING BONES



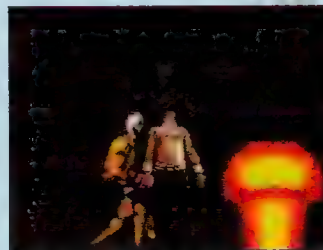
Distance: A Full Step Outside Sweep Range



Hold Block, [Tap Up, Up, High Punch].



FATALITY #1 (ALTERNATE METHOD): TOASTY!



Distance: Anywhere on the screen



Hold Block, [Tap, Down, Down, Up, Up, High Punch].



FATALITY #2: JUGULAR CUT AND STOMACH SPEAR



Distance: Very Close



SNES or Genesis 6-Button

Hold High Punch, [Tap Down, Toward, Toward, Toward], release High Punch.



Genesis 3-Button

Hold High Kick, [Tap Down, Toward, Toward, Toward],
release High Kick.



TOMB/PIT FATALITY



Tap Down, Toward, Toward, Block:



DEAD POOL FATALITY



SNES or Genesis 6-Button

Hold Down, Low Punch, and Low Kick. While holding all buttons, hit High Punch.

Genesis 3-Button

Hold Down, Low Kick, and High Kick. While holding all buttons, hit Low Punch.

PRO STRATEGIES



Super NES/Genesis

Overall Strategy

Scorpion is a very defensive character who can reverse an enemy's attack into a big counter-kombo! If you play against someone who tries to attack a lot, you'll probably win.

- Try to counter all projectiles with your Decoy.
- You must also use standing High Punch kombos to counter any jumping enemies.
- Use the Spear when you expect the enemy's guard to drop, usually at fairly close range.

Cheap Decoy Throw



After you Uppercut the enemy, quickly do the Decoy. When you land, try to throw them as they get up! This is particularly effective after the Decoy/Spear/Uppercut kombo.

Note: Your distance must be perfect. You must be standing a few paces away from either edge of the screen when you do the Decoy.

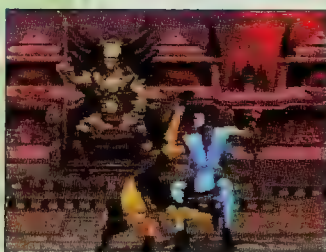
GENERAL STRATEGIES

No Projectile Trades



Do not throw your Spear at the enemy when they throw a Fireball. If their projectile hits you, your Spear's connection will break and they will do the most damage!

Leg Grab Danger



Always be sure you can get a clear shot with the Leg Grab from a step away or more.



Caution: If you are too close, you will get caught by an Uppercut if you try the Grab!



CHEAPS

Sweep and Throw



When fighting someone in close, Sweep them and then try for a Throw. This is super cheap!



Note: Do this cheap after a Spear. It does more damage than an Uppercut!



Caution: You must be very fast or you will be Uppercut when you land.



A screenshot from the video game Mortal Kombat II showing the final boss fight between Scorpion and Sub-Zero. Scorpion, on the left, is in a dynamic pose, having just performed a special move that leaves a large, glowing yellow energy trail behind him. Sub-Zero, on the right, is in a defensive stance. The background is a dark, industrial setting with a large circular vent. At the top of the screen, a red health bar for Scorpion is labeled "01 WIN" and a green health bar for Sub-Zero is labeled "00 WIN". The names "SCORPION" and "SUB-ZERO" are displayed below their respective health bars.



Caution: If you don't time the High Punch right, you will be kicked!

Air Punch and Throws



Use your Air Throw as much as possible to quickly take the enemy out of the sky. Do a jumping Punch into the Air Throw for a big kombo!

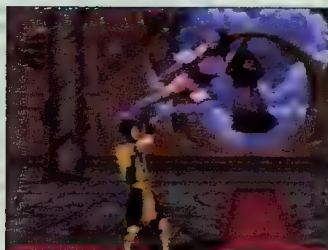
PSYCH OUTS



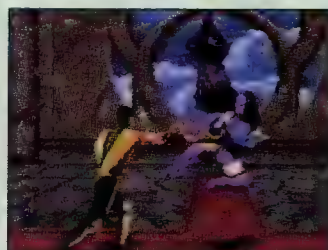
Caution: If you Decoy too late, you may get hit by an Uppercut while jumping.

HEAD-TO-HEAD

vs. Mileena



If Mileena uses her Teleport Kick, Block it. Then Spear her while she's still in the air and follow with an Uppercut.



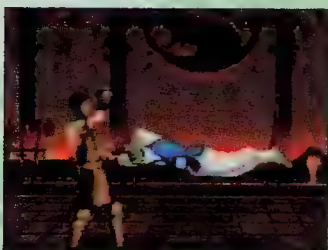
vs. Liu Kang



If you Block Liu Kang's Bike Kick or Flying Kick, he will be left open for a very fast Spear and Uppercut!



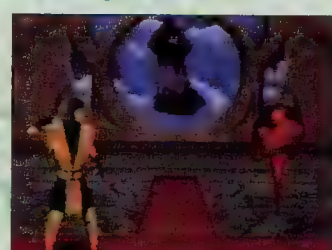
vs. Rayden



Block Rayden's Superman, then do the Decoy to instantly hit him out of the air. Quickly follow with a Spear for a devastating kombo!



vs. Reptile



ENERGY DRAINERS

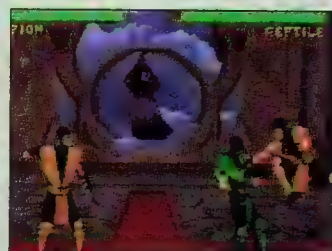
Flying Decoy Double-Hit



If you make contact with the enemy while you're both in the air, quickly go into the Decoy for an extra hit.



CAUTION
Caution: If you miss the Decoy, you may land in the path of an Uppercut.



When Reptile turns invisible, use your Decoy and Spear to make him reappear. This works even if Rep tries to Block!



CAUTION
Caution: You can easily get caught if you miss, so be careful.

PATTERNS

Long-Distance Catch



When the enemy jumps at you from the other side of the screen, try to catch them with a Spear on their way down.



CAUTION
Caution: If they are too close to you when you try this, you'll get kicked.

GROUND



Super NES

Spearin' Cut



1) When the enemy's vulnerable, tag 'em with a Spear.



2) Send 'em flying with an Uppercut. This is really basic!



Alex Wolfe's Perpetual Spear Kombo



1) Nail the enemy with a Spear. As soon as they get pulled in close, start tapping Away.



2) Keep tapping Back for about 1.5 seconds, then hit Low Punch to throw another Spear. This is unblockable if done correctly!



3) Repeat Step 2 until they die! If you have expert timing, this is an infinite unstoppable kombo!!



4) If you want, finish the opponent with an Uppercut when they're almost dead.

Note: The key to doing this amazing kombo is to throw another Spear just before they recover from the stun. Do it as their head spins around the second time. If you hit Low Punch too early, you'll do a Punch. If you hit Low Punch too late, they'll recover and block the Spear. You must be perfect!

CROSS-UP

Crossing Leg Grab

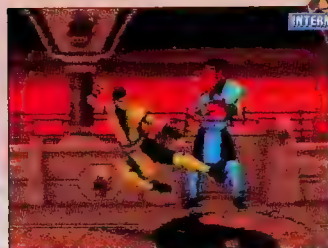


1) Cross 'em up with a deep Kick as you start the Leg Grab motion.



2) Do the Leg Grab to put 'em down on the ground.

Crossing Spear Cut



1) Cross 'em up with a deep Kick as you start the Spear taps.



2) Stick 'em with the Spear before they land.

Neck Kick and Decoy



1) Cross 'em up with a deep Kick as you start the Air Decoy motion.



2) Juggle 'em in the air with the Air Decoy.



3) Send 'em flying with an Uppercut.



DEFENSIVE

Counter-Spear and Uppercut



1) When they jump in, do a standing High Punch as you tap for the Spear.



2) Before they land, throw the Spear.



3) Clean their clock with an Uppercut.

Jabbin' Leg Takedown



1) When they're coming in, High Punch their feet. Start the Leg Grab motion.



2) Immediately do a Leg Grab to juggle 'em out of the air.

D. James' "Feet Punch into Three-Quarter Health Krazy Kombo" Kombo



1) When they're Jumping in, do two standing High Punches. Start the Decoy motion.



2) While they're in the air, do a Decoy to hit them from behind. Before you land, start tapping for a Spear.



3) Instantly throw the Spear, on which they'll land.



4) Finish this five-hit Scorpion stinger with an Uppercut.

Note: If you want to be a super cheap D. James, do the Decoy immediately after the Uppercut and Throw them from the other side!!

MORTAL KOMBOS



Super NES

AIR

Air Punch and Toss



1) Jump Toward 'em and do a Punch while you're both airborne.



2) Throw 'em while you're in the air.

Note: You can Jump Up or Toward them to do this kombo.



Air Decoy Two-Hit



1) Jump and meet the enemy in the air with a Punch as you start the Air Decoy motion.



2) Do the Air Decoy while still in the air for a weird kombo!

Note: You can't throw the Spear after the Decoy like in the Genesis version!

Flying Foot Throw



1) Jump straight Up with a Kick while jamming on Block.



2) Immediately go into the Air Throw.

JUMP IN

Classic Kick-Spear Smacker



1) Jump in with a deep Kick while you tap Away for a Spear.



2) Throw the Spear to bring 'em close.



3) Dis 'em with an Uppercut.



MORTAL KOMBOS



Genesis

GROUND

Spear into Uppercut



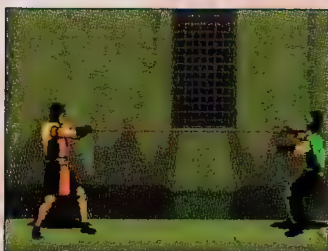
1) When the enemy's exposed, reel 'em in with a Spear.



2) Hook, bait, and scale 'em with an Uppercut!



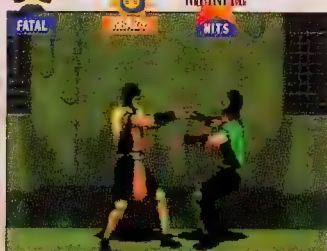
Alex Wolfe's Perpetual Spear Kombo



1) Anytime and anywhere on the screen, do a Spear. As soon as they get pulled in close, start tapping Back.



2) Keep tapping Away for about 1.5 seconds, and then do another Spear. They'll be stunned and won't be able to block if you time it right!



3) Repeat Step 2 infinitely! If you do it right, you can Spear 'em 'til they're dead!



4) If they're within killing range, you can always finish off the opponent with an Uppercut.

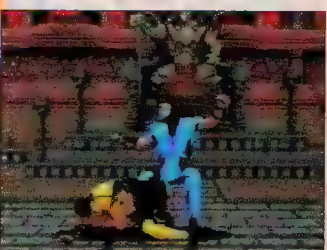
Note: The key to doing this kombo is to throw another Spear just before they recover from the previous Spear. When their head spins around the second time, Spear 'em. If you try to throw the Spear too early, you'll do a Punch. If you try it too late, they'll be able to Block. This is risky, but stylish!

DEFENSIVE

Punch Grabber



1) When the enemy jumps in, do a standing High Punch as you start the Leg Grab motion.



2) Knock 'em out of the air with the Leg Grab.

Punching Decoy

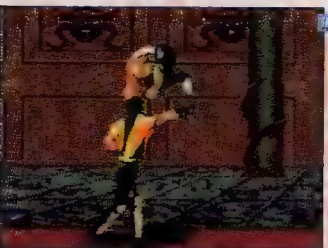


1) When the opponent jumps in, do a standing High Punch as you start the Decoy motion.

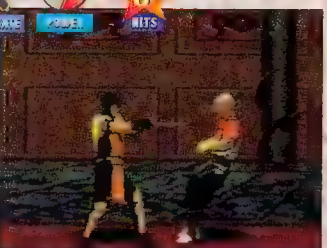


2) Juggle 'em from across the screen with the Decoy.

Punch-Spear Counter



1) When they jump in, counter with a standing High Punch as you tap for the Spear.



2) While they're airborne, stick 'em in the neck with a Spear.



3) Finish the job with an Uppercut.

Note: Unlike in the SNES version, you cannot follow the Decoy with a Spear. Too bad!





- 3) Finish with a fast Uppercut for an amazing triple-hit juggle.



- 4) Finish with a superb Uppercut.
Now they're toasty!!

AIR



- 2) Immediately go into the Air Throw before you land.



- 2) Immediately do the Air Throw while still in the air!



- 4) Finish off this massive gut-busting kombo with an Uppercut.

CROSS UP

Crossing-Decoy Super Death



1) Cross 'em up with a deep Kick as you begin the Air Decoy motion.



2) Juggle 'em in the air with the Air Decoy. Start tapping Away.



3) When you land, immediately throw a Spear to skewer 'em before they hit the ground.



4) Crank 'em in for a big Uppercut!

Note: Your opponent willretch gray Genesis vomit when you scramble their color palette with this humdinger!

Crossing Spear Cutter



1) Cross them up with a deep Kick as you tap for the Spear.



2) Toss the Spear when you land to catch them as they fall.



3) Finish them with an Uppercut.

Reverse Grab



1) Cross 'em up with a deep Kick as you start the Leg Grab motion.



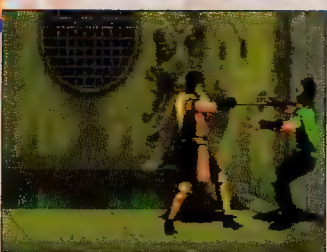
2) Put 'em on the ground with the Leg Grab.

JUMP IN

Spear Triple Hit



1) Jump in with a deep Kick as you start the Spear taps.



2) While they're floating back, catch 'em with the Spear.



3) Bust their head with an Uppercut.

Jump-Kick Double Hit



1) Jump in with a deep Kick.



2) When you land, immediately do a standing High Kick.

Kickin' Leg Grabber



1) Jump in with a deep Kick as you start the Leg Grab motion.



2) When you land, immediately take 'em to the ground with a Leg Grab.



RAYDEN™

Super NES/Genesis



TM

ELECTRICITY



Motion Down, Toward, Low Punch.



LOW PUNCH



SUPERMAN



Tap Away, Away, Toward.

AIR SUPERMAN

Jump, then Tap Away, Away,
Toward.

JUMP, THEN



TELEPORT



Tap Down, Up.

SHOCKER

Hold High Punch three seconds, then release.

SPECIALTY ATTACKS

HOLD HIGH PUNCH 3 SEC, RELEASE

Body Blow



Get close and hit High Punch (hold neutral or Toward).

Kick-Off



Get close and hit Low or High Kick (hold neutral or Toward).

Throw



Get close and hit Low Punch (hold neutral or Toward).

Overall Strategy

- *When the opponent does any attack, you should Teleport behind them and do a Sweep or Throw.*
- *When the enemy gets close and misses with a Sweep, you should use your Superman to catch them for a hit.*
- *Only use the Electricity to trade hits with an enemy who throws weaker projectiles, or when the opponent jumps backward.* 



Superman Fly-Away



Caution: The opponent can knock you out of the Superman attempt if you time it wrong.

Teleport Trickery



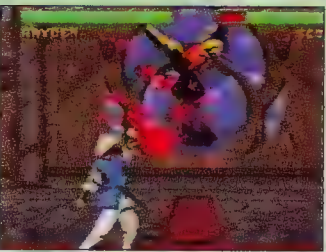
Caution: If the enemy expects this, they will hit you when you reappear.

Repeat Throws



Caution: Watch out for Uppercuts when you try this tactic!

Teleport and Sweep





Super NES/Genesis

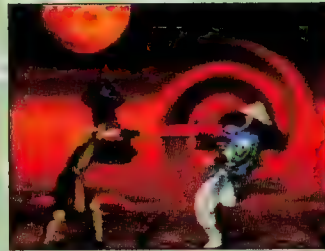
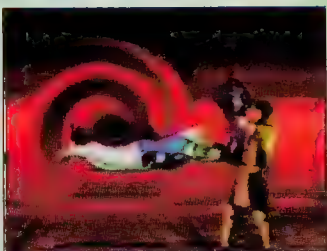
HEAD-TO-HEAD

vs. Reptile



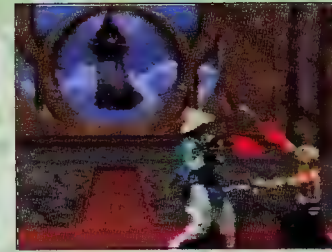
When Reptile goes invisible, use your Superman to make him reappear—even if he Blocks!

vs. Scorpion



Avoid using the Superman against Scorpion. If he blocks it, he can follow with a death kombo!

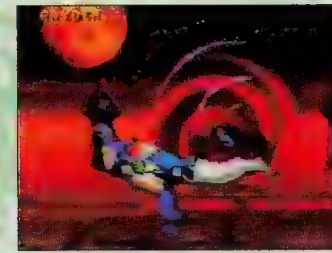
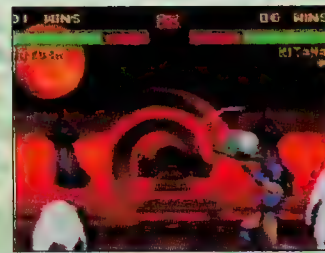
vs. Baraka



Only do the Superman from far away to counter Baraka's Shredder.

Caution: If you do the Superman too close, you'll get caught in the blades of the Shredder!

vs. Kitana



When Kitana does the Lift Ray, it's not always worth it to do the Superman straight-on because there's a chance you'll get jacked up!

Instead, Teleport behind Kitana and do the Superman from the rear. She'll squeal!

Rayden Rayden Rayden Rayden Rayden

Long-Distance Electricity



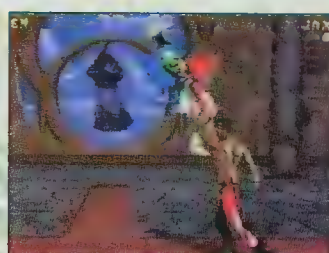
From a long range, do the Electricity to knock the enemy out of the sky when they jump at you.

Fireball Distance Counter



Here's a crazy one! When enemies do a Fireball, Teleport behind them and do the Shocker.

Shocker Surprise

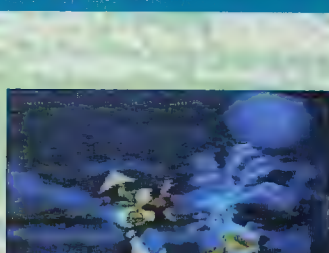


Caution: If you get faked out, the Shocker will miss and leave you open for an Uppercut!

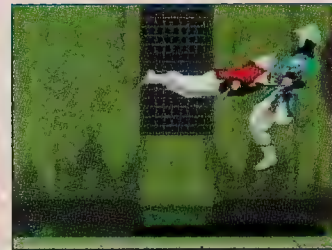
PSYCH OUTS



Sweep and Zap



Try psyching out the enemy by Sweeping them to the ground. Follow with an instant Electricity attack.



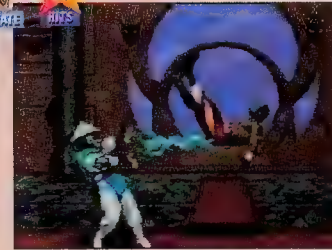
- 3) Quickly go into the Air Superman before you land.



- 2) Follow with a quick standing High Kick for an easy double hit.



- 2) Do the Superman to go across the screen. *Ichabobalay!*



- 2) Do the Electricity to burn their body before they land.



- 2) As soon as you let go, do a standing Low Kick for a big juggle hit.



- 2) Go into the Air Superman to nail them as they fall back.



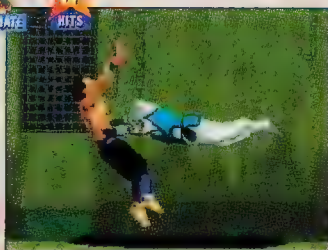
- 2) Before they land, quickly throw the Electricity for megawatts.

CROSS UP

Crossing Superman

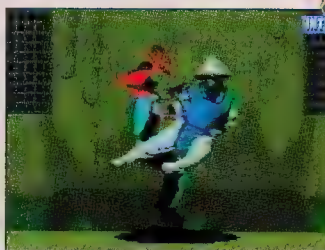


1) Cross 'em up with a deep Kick while you tap for an Air Superman.

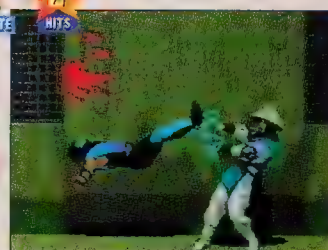


2) Stop 'em in their tracks with the Air Superman.

Electricity Reversal



1) Cross 'em up with a deep Kick while you start the Electricity motion.



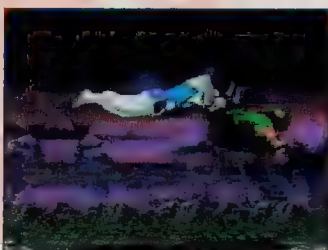
2) Fry their bones with the Electricity as they're getting juggled.

AIR

Air-Punch Fly



1) When they're in the air, Jump straight Up or Toward and do a Punch while you tap for the Superman.



2) Immediately go into the Air Superman for a two-hit attack that takes place entirely in the air!

Jumping Superman



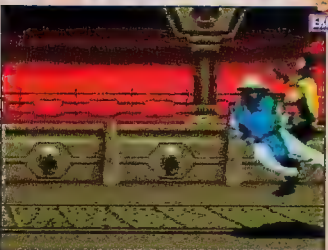
1) When the enemy's airborne, jump Up or Toward them with a Kick while tapping for an Air Superman.



2) Quickly do the Air Superman for a fast double hit.

CORNER

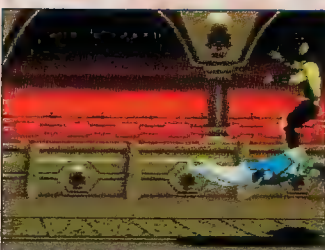
Super Juggle Man



1) Jump in with a deep kick when they're in the corner.



2) Quickly do a standing Low Punch juggle as you start the Superman taps.



3) Finish with an immediate Superman before they land!

Note: They'll be digging ditches if they get hit by this combo!



GAME GEAR GAME BOY

SPECIAL TECHNIQUES & FATALITIES

Babality



Game Boy Only
Tap Down, Down, Toward, Away, Kick.
(Distance: Just Outside Sweep Range)

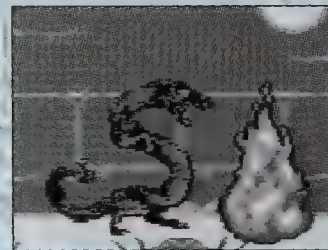


FATALITIES

Fatality: Dragon Fire



Tap Down, Toward, Away, Away, Kick. (Distance: Very Close)



Kombat Tomb Fatality



Game Gear
Tap Toward, Away, Toward, Punch.



Game Boy
Tap Away, Toward, Toward, Kick.

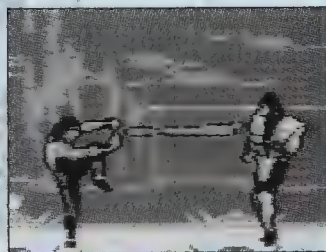


SPECIAL TECHNIQUES

High Fireball



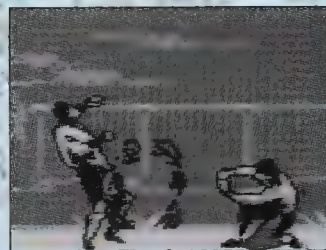
Tap Toward, Toward, Punch.



Low Fireball



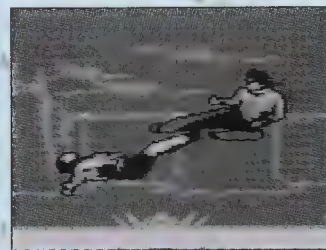
Tap Down, Toward, Punch.



Flying Kick



Tap Toward, Toward, Kick.



Air Fireball



Jump, then Tap Toward, Toward, Punch.



Bicycle Kick



Hold Kick for four seconds, then release.

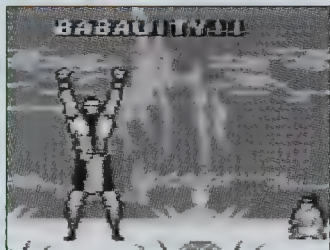


HOLD **KICK** 4 SEC, THEN RELEASE

SPECIAL TECHNIQUES & FATALITIES

FATALITIES

Ability



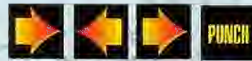
Game Boy Only
Tap Down, Away, Away, Kick.
(Distance: Just Outside Sweep Range)



Kembali Tombak Fatalitas



Game Gear
Tap Toward, Away, Toward, Punch.



Game Boy
Tap Down, Toward, Toward, Block.

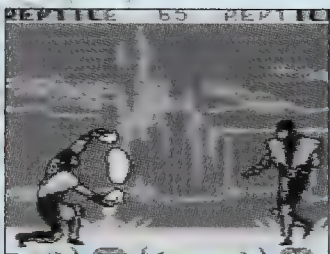


SPECIAL TECHNIQUES

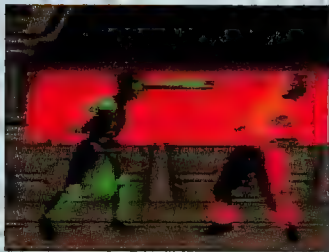
Findings



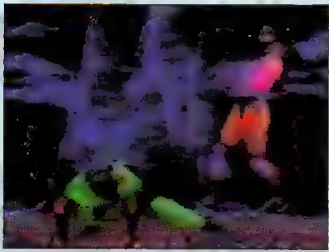
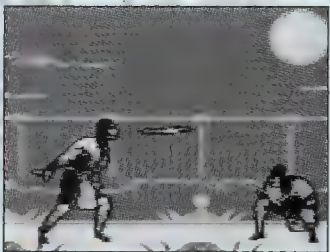
Tap Away, Away, Punch + Kick.



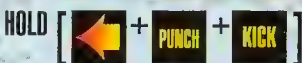
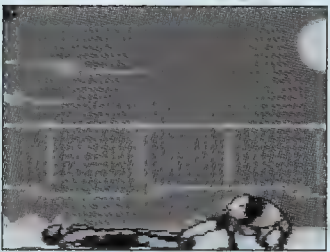
Notes



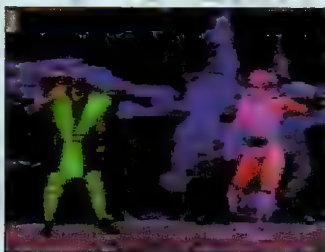
Tap Toward, Toward, Punch.



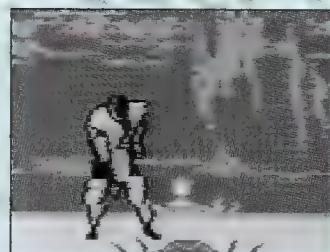
Hold [Away, Punch, and Kick].



Invisible

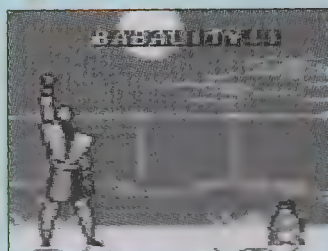


Hold Block, [Tap Up, Up, Down, Punch].



HOLD **BLOCK**    **PUNCH**

Abstract



Game Boy Only
Tap Down, Away, Away, Kick.
(Distance: Just Outside Sweep Range)



Advanced Format Editor



Game Gear
Tap Toward, Away, Toward, Punch.



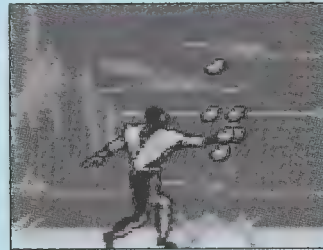
Game Boy
Tap Down, Toward, Toward, Block.



Family: Deep Freeze And Uppercut



1) Tap Toward, Toward, Down, Kick. (Distance: Just Outside Sweep Range)



2) Tap Toward, Down, Toward, Toward, Punch.



SPECIAL TECHNIQUES

5100



Hold [Away, Kick, and Punch]



HOLD [ + **KICK** + **PUNCH**]

1967



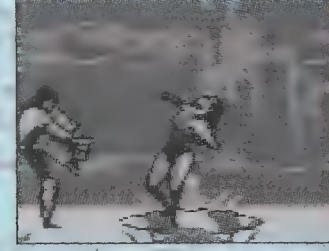
Motion Down, Toward, Punch.



Grumpy Ice



Motion Toward, Down, Away, Kick.



GAME GEAR GAME BOY SPECIAL TECHNIQUES & FATALITIES

SPECIAL TECHNIQUES

Single Flaming Skull



Tap Away, Away, Punch.



Double Flaming Skull



Tap Away, Away, Toward, Punch.



Triple Flaming Skull



Tap Away, Away, Toward, Toward, Punch.



GAME GEAR TRANSFORMATIONS

All of Shang Tsung's Game Gear morphs have a similar activation procedure. First, hold Kick two seconds; then release and instantly push one of the following directional arrows:

Liu Kang



Hold Away.

Scorpion



Hold Down-Back.

Reptile



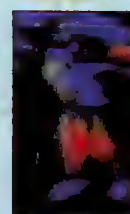
Hold Up-Back.

Jax



Hold Down-Toward.

Kitana



Hold Down.

Mileena



Hold Up.

Sub-Zero



Hold Toward.

GAME BOY TRANSFORMATIONS

Mileena



Hold High Punch two seconds, then release.

Reptile



Hold Block, [Tap Up, Down, Up].

Sub-Zero



Tap Toward, Down, Toward, Kick.

Jax



Tap Down, Toward, Away, Punch.

Kitana



Tap Block, Block, Block.

Scorpion



Hold Block, [Tap Up, Up].

Liu Kang



Tap Away, Toward, Toward, Block.

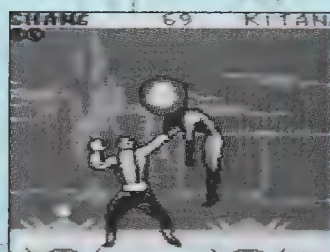
FATALITIES

Fatality: Soul Steal



Game Gear

Hold Block, [Tap Up, Down, Up, Punch]. (Distance: Very Close)

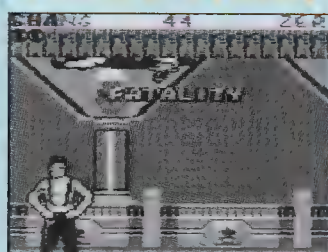


Game Boy

Hold Block, [Tap Up, Down, Punch]. (Distance: Very Close)



Kombat Tomb Fatality

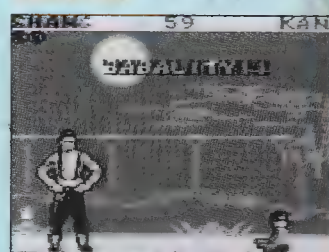


Game Boy

Hold Block, [Tap Down, Down, Up, Punch].



Babality



Game Boy Only

Tap Away, Toward, Down Kick. (Distance: Just Outside Sweep Range)





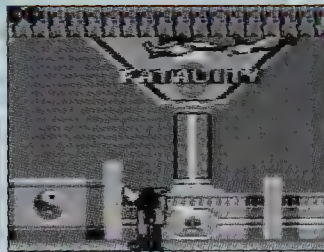
Analisis

**Game Boy Only**

Tap Down, Down, Down, Kick.
(Distance: Just Outside Sweep Range)



Kombat Tomb Lalaliy



Game Boy

Tap Toward, Down, Toward, Kick.



Game Gear Fatality: Kiss Explosion



Hold Block, [Tap Toward, Toward, Toward, Kick]. (Distance: Very Close)



Gameboy Fatality: Decapitation



Tap Block, Block, Block, Kick.
(Distance: Very Close)



SPECIAL TECHNIQUES

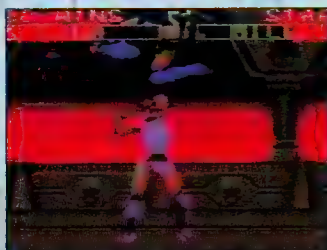
Li-Hsin



Tap Away, Away, Away, Punch.



Square Wave Flight



Motion Toward, Down, Away, Punch.



Fun Time



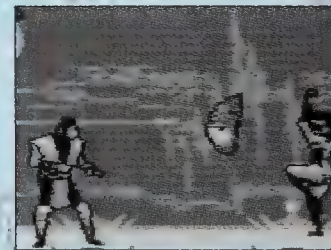
Tap Toward, Toward, Punch + Kick together.



1. Introduction
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 4. Results
 5. Conclusion
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 262. Market
 26



Jump, then Tap Toward, Toward, Punch + Kick together.



GAME GEAR GAME BOY

SPECIAL TECHNIQUES & FATALITIES

Fatality



Game Boy Only

Hold Block, [Tap Down, Up, Down, Up, Kick] (Distance: Just Outside Sweep Range)



FATALITIES

Kombat Tomb Fatality



Game Gear

Tap Toward, Away, Toward, Punch.



Game Boy

Hold Block, [Tap Up, Up, Down, Kick].



SPECIAL TECHNIQUES

Double Wave



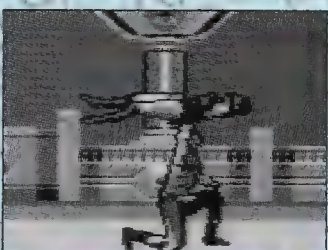
Motion Toward, Down, Away, Kick.



Backbreaker

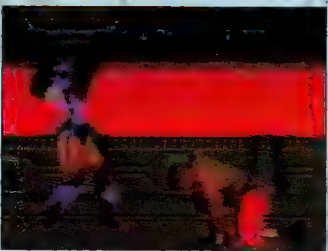


Jump, then push Block when close in midair.



JUMP, THEN BLOCK

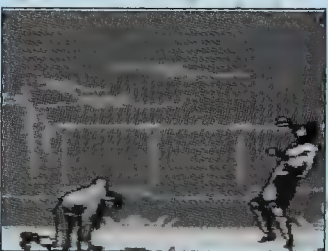
Earthquake



Game Gear

Hold Kick four seconds, then release.

HOLD KICK 4 SEC, RELEASE



Game Boy

Hold Punch four seconds, then release.

HOLD PUNCH 4 SEC, RELEASE

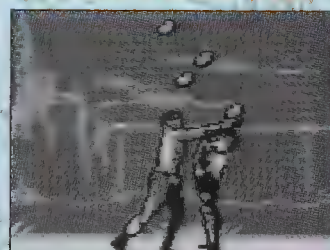
Death Slam (Game Gear)



Tap Toward, Toward, and Punch rapidly until they explode. (Distance: Very Close)



Fist Clap (Game Boy)



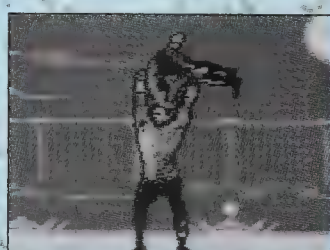
Hold Kick, [Tap Toward, Toward, Toward], release Kick.



Repeated Slams



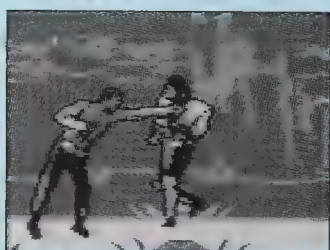
Get close and hit Punch. Then tap Punch repeatedly to keep slamming for more energy!



Gotecha Grab



Tap Toward, Toward, Punch. Keep tapping Punch for five hits!



1999



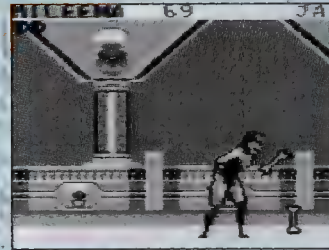
Game Boy Only
Tap Down, Down, Down, Kick.
(Distance: just Outside Sweep Range)



Fatality: Fat ^{from} the Bone Marrow



Game Gear
Tap Toward, Away, Toward, Kick.
(Distance: Very Close)



Game Boy. Hold Kick for three seconds, release. (Distance: Very Close)

HOLD  3 SEC, RELEASE

Koinbat Tomb Eternity



Game Boy
Tap Toward, Down, Toward, Punch.



SPECIAL TECHNIQUES

Xi Shi

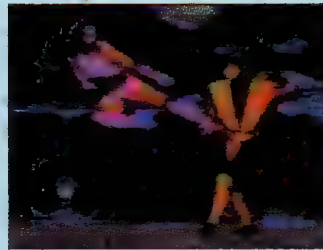


Hold Punch for one second, then release.



HOLD  1 SEC, RELEASE

Teleport Kick



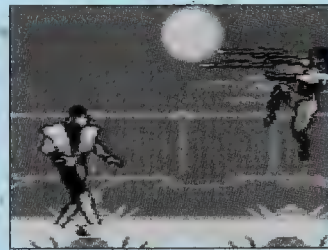
Tap Toward, Toward, Kick.



Amici Santi

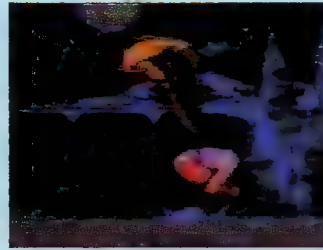


Jump, then do the Sai Shot while you are in the air.

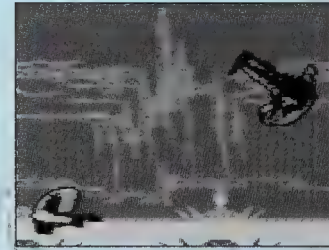


JUMP, HOLD  1 SEC, RELEASE

Ground Roll



Tap Away, Away, Down, Kick.

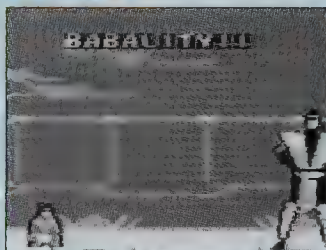


GAME GEAR GAME BOY

SPECIAL TECHNIQUES & FATALITIES

FATALITIES

Onhality



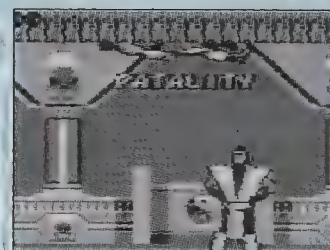
Game Boy Only
Tap Down, Away, Away, Kick.
(Distance: Just Outside Sweep Range)



Kombat Tumb Fatalitiy



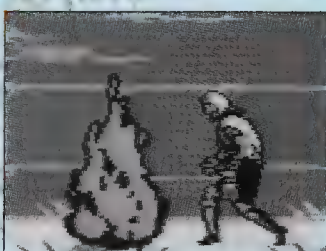
Game Gear
Tap Toward, Away, Toward, Punch.



Game Boy
Tap Down, Toward, Toward, Block.



Fatality: Down Explosion



Hold Block, [Tap Up, Up, Punch]. (Distance: Just outside sweep range.)

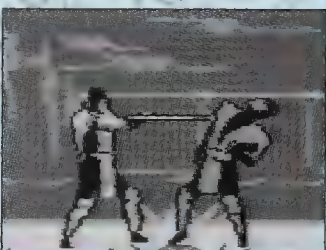


SPECIAL TECHNIQUES

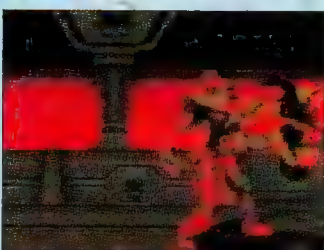
Hitler



Tap Away, Away, Punch.



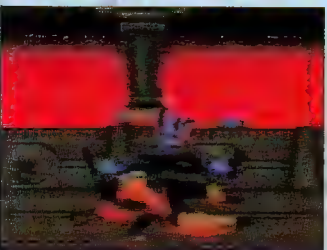
Decay



Motion Down, Away, Punch.



Leg Grab (Game Gear Only)



Motion Toward, Down, Away, Kick.



Air Throw



Jump and tap Block when close in midair.



TOURNAMENT RANKINGS

SNES AND GENESIS

		MILEENA	JAX	LIU KANG	KUNG LAO	KITANA	SCORPION	SUB-ZERO	BARAKA	JOHNNY CAGE	SHANG TSUNG	REPTILE	RAYDEN	TOTAL WINS
TIER 1	1.	MILEENA	6.5	5.5	5	6.5	6	7	5.5	6.5	6	7	5.5	67
	2.	JAX	3.5		6	4.5	5.5	7	7	6	6	7	6.5	65
TIER 2	3.	LIU KANG	4.5	4		5	5.5	6	6	5	6	6.5	7	61.5
	4.	KUNG LAO	5	5.5	5		5	6	6	5	6	6	5.5	61
	5.	KITANA	3.5	4.5	4.5	5		5.5	5.5	5.5	6	6	7	59
TIER 3	6.	SCORPION	4	3	4	4	4.5		5	5.5	6	6	5.5	54.5
	7.	SUB-ZERO	3	3	4	4	4.5	5		6	5.5	6	7	54
	8.	BARAKA	4.5	4	5	5	4.5	4.5	4		5.5	5	4.5	52.5
TIER 4	9.	JOHNNY CAGE	3.5	4	4	4	4	4	4.5	4.5		5	5	48.5
	10.	SHANG TSUNG	4	4	4	4	4	4	5	5		4.5	6	48.5
	11.	REPTILE	3	3	3.5	4.5	4	4.5	4	5.5	5	5.5		47.5
TIER 5	12.	RAYDEN	4.5	3.5	3	4	3	3	4	4	4	4		40

What the Numbers Mean

Read the chart from left to right. Each entry shows the number of fights that character would win in a 10-game series at an Expert level of play, assuming both players have approximately equal skill.

5-5: Even match.

5.5-4.5: Very slight advantage.

6.0-4.0: Significant advantage.

6.5-3.5: Major advantage.

7.0-3.0: Overwhelming advantage.

Note: Major advantage fights are highlighted in red. Major disadvantage fights are highlighted in blue.

Rankings Analysis

Tier 1: Reigning Champions

Mileena is the clear undisputed queen of Mortal Kombat II. She fights with no weakness against anyone and matches up extremely well against the top characters! Jax is second because of his amazing power kombos.

Tier 2: Power Players

Liu Kang and Kung Lao are both very well-rounded fighters who can also hang tough against the Tier 1 characters. Kitana doesn't do as well against Tier 1, but she slaughters everyone in the lower Tiers.

Tier 3: Win Some, Lose Some

Choose these characters to have fun, but don't expect a 25-game winning streak. Scorpion is exciting, but he loses to the more powerful opponents. Sub-Zero's ice delays hurt him. Baraka is interesting, but more often than not, he's a losing proposition.

Tier 4: Bad Choice

If you're ready to waste money, hear you go: three total bench-warmers. If you find a chump to beat up on, Cage's Friendship is always fun to do. You can only win with Reptile if you're a master at invisible fighting. Shang Tsung's rankings are calculated assuming he doesn't transform.

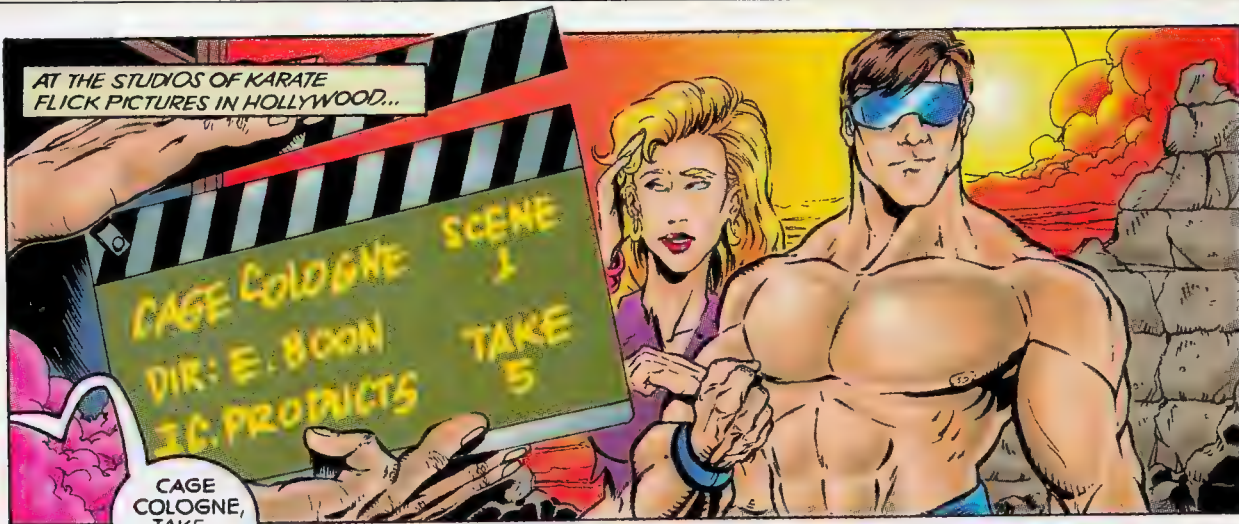
Tier 5: Only Matt Taylor Uses Him

Matt's convinced Rayden whips some of the cellar dwellers such as Reptile, Johnny Cage, and Baraka. Jim and Graham are convinced that Rayden is a loser.

**MK II COLLECTOR'S EDITION
COMIC BOOK PREVIEW**



To get the full-length comic book, send a \$5 check payable to Midway Manufacturing to: Mortal Kombat II, 1340 W. Irving Park Rd., Ste. 414, Chicago, IL 60613.
(Allow for 6-8 weeks for delivery; offer expires 2/22/95.)



AT THE STUDIOS OF KARATE
FLICK PICTURES IN HOLLYWOOD...

CAGE
COLOGNE,
TAKE
ONE.

AND...
ACTION!

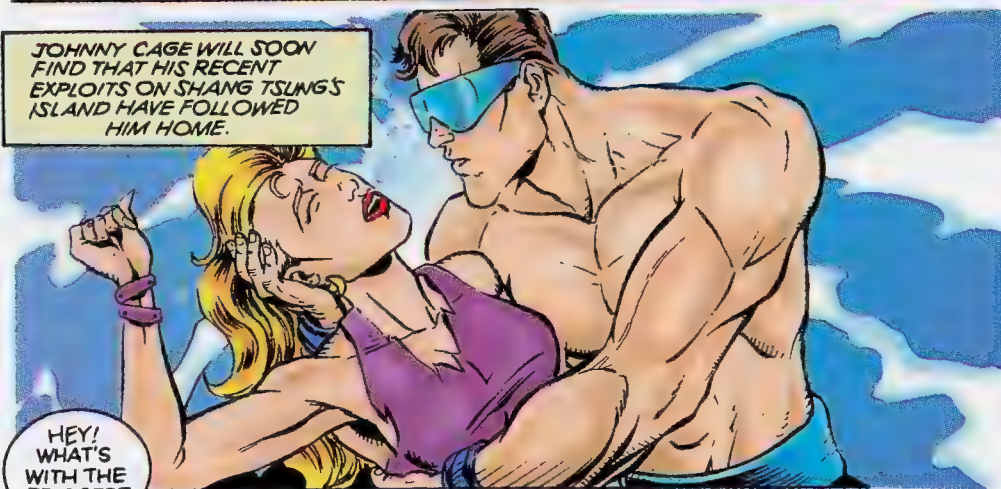
OH CAGE
YOU SAVED MY
LIFE ONCE AGAIN
AND YOU SMELL
SO GOOD.

THAT'S
BECAUSE
I'M WEARING
MY NEW
COLOGNE...
CAGE!

WHEN
I WIN THE
GIRLS... I'VE
GOTTA SMELL
GOOD!

SOMETHING
UNEXPECTED
IS ABOUT TO
HAPPEN...

JOHNNY CAGE WILL SOON
FIND THAT HIS RECENT
EXPLOITS ON SHANG TSUNG'S
ISLAND HAVE FOLLOWED
HIM HOME.



HEY!
WHAT'S
WITH THE
EFFECTS?



COOL!

THEY'RE
WRECKIN'
MY BACK-
GROUNDS!



HELLO,
JOHNNY
CAGE.

IT
IS SO GOOD
TO SEE YOU
AGAIN.

NO
OFFENSE,
PAL, BUT
WHO THE
HECK ARE
YOU?

DON'T YOU
RECOGNIZE
ME?

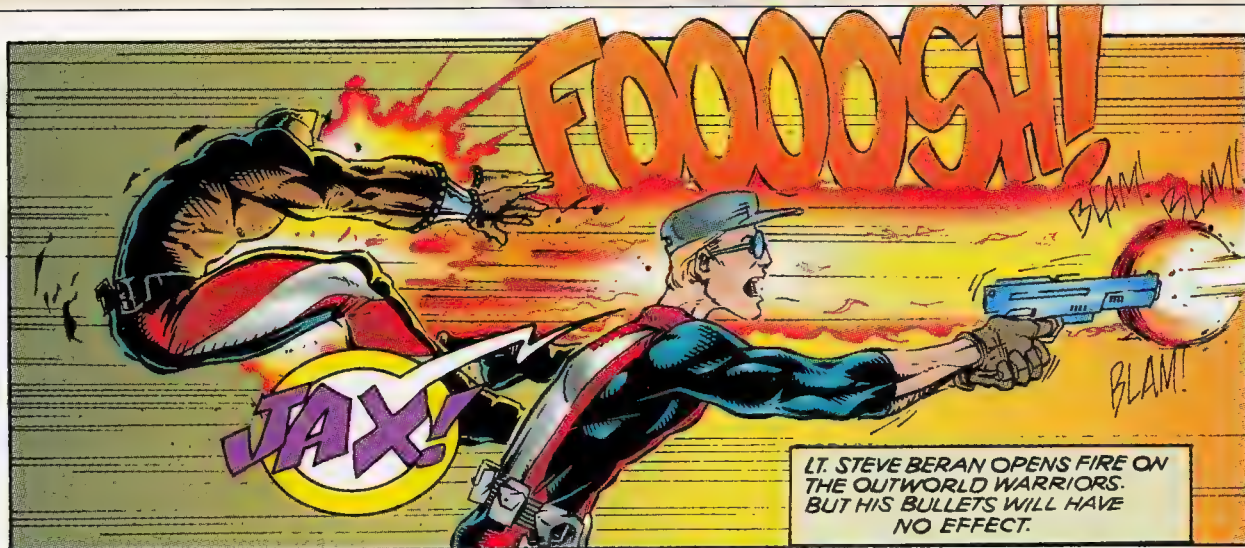
IT IS I...

**SHANG
TSUNG.**









LT. STEVE BERAN OPENS FIRE ON
THE OUTWORLD WARRIORS.
BUT HIS BULLETS WILL HAVE
NO EFFECT.





WHAT IF THE RUMORS WERE TRUE?

It's not over til the green lady throws her fan, and in Mortal Kombat II, you never know what undiscovered warrior is lurking around the corner. We've surfed the Internet to collect some of the top rumors, which may or may not be true....

ANIMALITIES



We all know about Fatalities. What about Animalities? Supposedly you can turn into an animal that resembles your character, then administer a bestial death blow. For example, Sub-Zero is rumored to turn into a Polar Bear.

THE HOOKS FATALITY



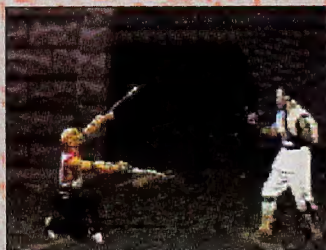
It is said that you can do a new type of Fatality on the Dead Pool stage. Supposedly you can Uppercut the enemy onto the hooks, where they will be impaled.

RED ROBIN



There is rumored to be yet another ninja waiting for you in Goro's Lair. This time he is completely red. He is extremely fast, uses Scorpion's spear, and is very good at throwing you. Palette-swapping is out of control!

PLAY AS KANO



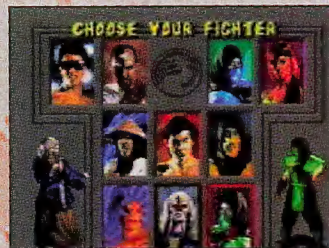
Kano has been captured in MK II, but is there a way to break the chains of Kahn? Maybe, and the rumors say you can be Kano! 500 points.

PLAY AS GORO



Goro was supposed to have died at the hands of Liu Kang in MK I, but no one found the body. Some have whispered that you can play as Goro in MK II. Wow!

EXTRA CHARACTERS IN MORTAL I



Remember the old Mortal Kombat for SNES? Remember how you always wanted to play as Reptile, Shang Tsung, or Goro? Maybe, just maybe, there's a code to access these characters!

Special Note

Although the above screenshots are doctored fakes, it might be true that there are secrets yet to be uncovered. Do your best to find undiscovered tricks!

Author Bios and Acknowledgments

Jim "MK" Fink

Although some people have mistakenly called him "Jim McFink," Jim doesn't use this nickname because he's Irish (he's not). This 24-year-old from Long Island, New York, is simply one of the top Mortal Kombat players the world has ever known! Jim started playing MK to get revenge on all the opponents he couldn't defeat at Street Fighter II. A pastime turned into a passion as Jim has reached a point where he can walk into any arcade and win 50 games in a row—with the "Random Select" feature used the entire time!

Jim's career in video games began at Acclaim in 1990, and he gained experience working on the WWF series, World Champion Soccer, the Simpsons series, the Marvel series, the George Foreman games, NBA Jam, and, of course, Mortal Kombat I and II.

He has also written for gaming publications, such as *VideoGames* magazine and *Sega Genesis Secrets Volume IV* book.

Special Thanks

Joey "Boegy" • Lenny "Bahdoochie," "Mega" Lucerelli • Michelle "Bubbles" Granieri • Mickey "The Bagel Master" • Pete Siegel • Butchy "Siderunner at the Gate" • Johnny "Let it Fly" • High Score Amusement & Vending • Chris "Nobunaga—the Destroyer of Millions" Fink • Shadow "Keep Me Up All Night" • Joanne "MK Mom" Fink • Don "Deathbringer" Fink • Cindy "Please Don't Sing" Fink • Paul/Eric Samulski • Matt and P.J. • Joseph "I Can Follow Directions" Lupo • The Lavelle Clan • Dennis Gorman • Mauro Chiti • Vimpy's 24-Hour • James Goddard • Tami from Funcoland • Levittown Dragons • Tony "Ultimate Chimney" • The Lupo Family • The Granieri Family • Bob Picunko • Roger Sharpe • Andrew Cockburn/K. Lee • Shonne Horne •

And especially to Ed Boon and John Tobias—thanks for the best fighting game.

Matt Taylor

Just like those guys over at Sculptured, Matt is very, very, very tired. He has slept a total of two-and-a-half hours in the last three days just so this book would have 100 percent all-new tips and exclusive cheats and kombos!!

OK guys, Matt must be tired because this time the code words in his bio aren't cryptic enough. While he's trying to sell you a book that you've probably already bought, he may also attempt to sell you a Scorpion doll as a sign of...Friendship! Friendship?

Matt is a 20-year-old who drinks way too much Diet Coke and ingests the occasional max strength No-Doz. Matt has previously co-authored the *Street Fighter II*, *SF II Turbo*, and *Super SF II Strategy Guides*. Although he continues to look through many doors, Matt's present whereabouts in the continental U.S. are unknown, even to himself.

Special Thanks

- James Goddard and David Winstead, my mentors who taught me everything I know, including irreversible patterns.
- Alex Wolfe, the snoop doggy dude who confirmed Scorp's Perpetual Spear kombo.
- Dr. D's D special delivery machine.
- a mysterious package in someone's garage.
- a truck on the 101 freeway carrying my first glimpse of it—what could it be? Finish him? Nahhhhhhh...
- And especially, to all of the following family and friends:

Allison Elizabeth Taylor • Peter Russell Taylor • Ronald Paul Taylor • Andrea Mestel Taylor • Buster Bunny Taylor • Jason Costa • Jeff Liszt • Rob Allinson (East Coast Rob) • Robb Alvey (West Coast Robb) • Mike Myers • LeeAnne McDermott • Wes Nihei • Lawrence Neves • John Fisher • Rick Raymo • Francis Mao • Laurie Thornton • Kathleen Watson • Linda Blanchard • Andrew Cockburn • the \$200 doorstep • A Blue Kick • A Spike Asparagus • Alluken!

Graham Wolfe

Graham isn't as tired as Matt because he slept on the couch. Good for you Graham, now you can go pick up the next supply of caffeine and pizza rolls from Safeway. If you see anything suspicious, be sure to let the police know.

Seriously, though, Matt is writing Graham's bio because Graham is so burnt out he thought, "Why care?" Well, Graham is a pretty good player, although he didn't believe Matt about Scorpion's Perpetual Spear Kombo until Alex and Matt proved it to him. This doesn't take away from the fact that Graham is one of the top 50 Mileena players in the tri-county area, maybe even in the 510 area code.

Graham is very fond of grunting in a deep voice and also likes to ask, "Did you like that kombo?" when he pulls off something he thinks no one's seen before. Right, like we didn't know about those six-hit Kitana kombos all along? Sure!

In all seriousness, Graham really is one of the greatest Street Fighter and Mortal Kombat players in California—that is, when he doesn't crack under pressure and take second place to Thomas Osaki!!

Special Thanks

- My Mom and Dad • My Brother, the Real Yoga Master • My Egghead Sister • Lady Lee • Jay Rasta Fighter • Glovis the Movis • Josh • Yoon the Baboon • Geno Honda • Jason Ogopogo • Thom-Guile-As • Rat King Ryu • Randy Kimchee • Tupac Shawn • Skippy • Sloopy • Gwaam! • Yoga Master Chris • Choi Boy • OP 2 Crew • Mary • Wake Up Baby Acher • All my friends from G.A. • Jennifer • Jay • Jessica • William Shatner • Taco Smell

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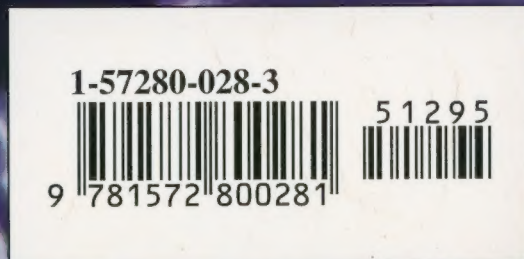
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